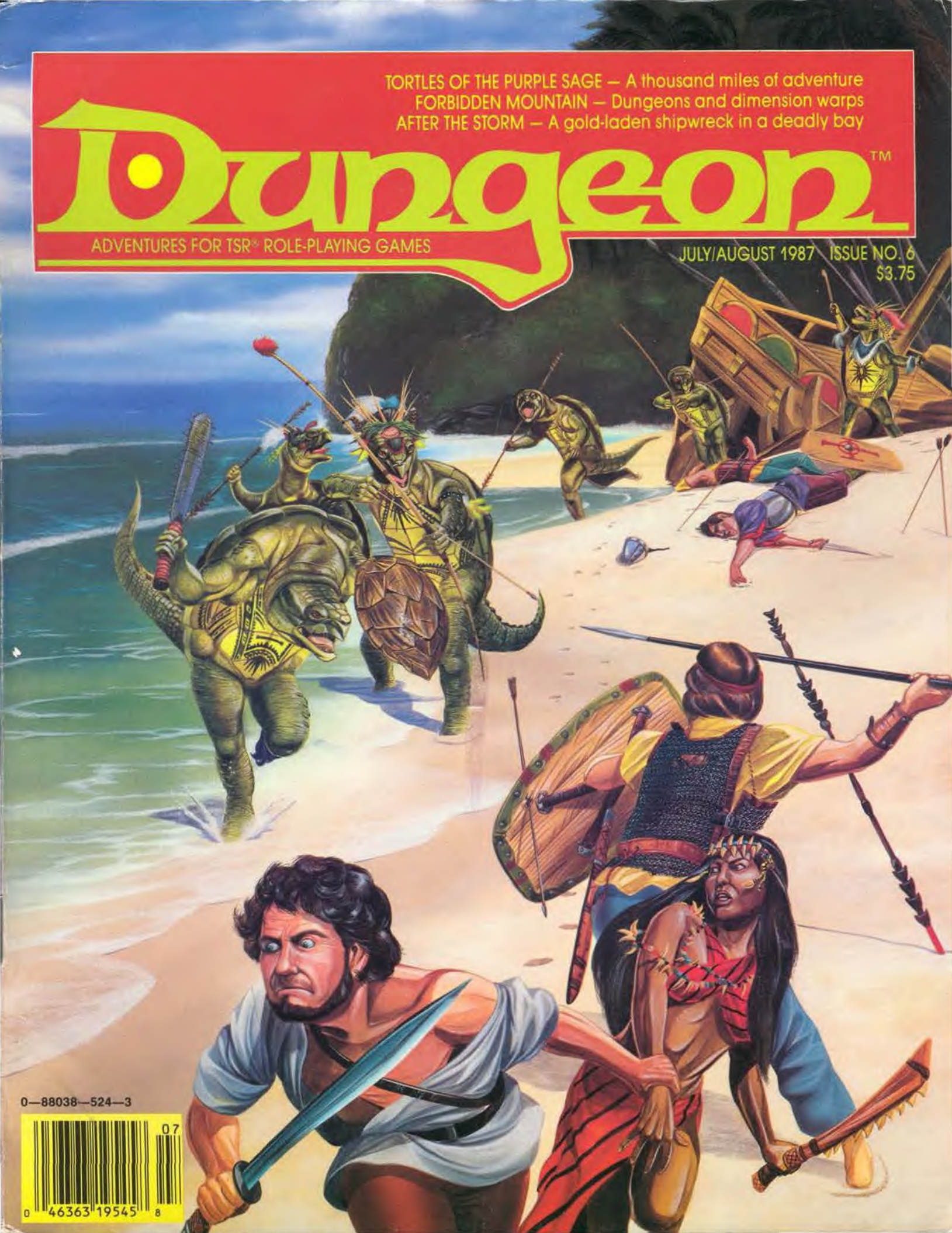
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Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

JULY/AUGUST 1987 ISSUE NO. 6

COVER: Warm sun, sandy beaches, an ocean breeze, and lots of hostile snappers — what more could an adventurer want? Jim Holloway presents this scene from *Tortles of the Purple Sage.*

Of bunnies and men

One of the things that I like best about modules — anyone's modules, for any game — is fiddling with them. I used to run an AD&D® game campaign set in the City State world produced by Judge's Guild, adding TSR® modules around the landscape and even converting modules for other game systems to fit my campaign world. I remember carrying that principle to an extreme one evening when everyone's favorite AD&D game character hopped into another universe and found themselves converted into rabbits using the BUNNIES & BURROWS™ game rules from Fantasy Games Unlimited. The horrified adventurers then investigated a nearby house which was quickly recognized to be a part of a CALL OF CTHULHU® game adventure from Chaosium Inc., with demon-worshiping rats, a madman with a shotgun, and so forth. It turned out well, despite the name-calling.

This principle also applies to the modules presented in DUNGEON™ Adventures. Each of the modules here could be converted without great trouble from the AD&D to the D&D® game system, and vice versa. Conversions may be made in level by altering the number of opponents, or by changing monster types around. Even wide game system boundaries may be crossed; picture the dragon in "White Death" as a rampaging, mutant lizard in a GAMMA WORLD® game, or as a giant predator living near a polar settlement in the STAR FRONTIERS® game universe. (Conversions to the TOP SECRET® game might be hard to manage.)

Have you tried converting the major elements of a DUNGEON Adventures module in some manner? How did it work out? Drop us a letter and tell us how it went.

Roger E. Moore

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"But do you really mean, Sir," said Peter, "that there could be other worlds — all over the place, just around the corner — like that?"

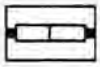
"Nothing is more probable," said the Professor, taking off his spectacles and beginning to polish them, while he muttered to himself, "I wonder what they *do* teach them at these schools."

Peter and the Professor
The Lion, the Witch and the Wardrobe, C.S. Lewis

MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures.

DOOR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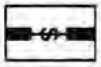
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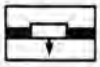
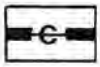

ONE WAY DOOR

FALSE DOOR

LOCKED DOOR

ARCHWAY


CONCEALED DOOR

BARRED DOOR

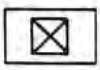
PORTCULLIS OR BARS

ONE WAY SECRET DOOR

WINDOW

ARROW SLIT

FIREPLACE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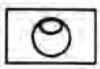
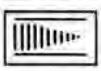
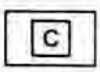
OPEN PIT

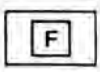

FOUNTAIN

SPIRAL STAIRS

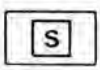

STAIRS



TRAP DOOR IN CEILING



TRAP DOOR IN FLOOR



SECRET TRAP DOOR

LETTERS

Dear editor:

I submit that anything worth mapping is worth mapping on graph or hex paper, not merely drawn on blank.

The point is easily illustrated by the wilderness map of "Lady of the Lake" in issue #5. The party must make a cross-country trip and face a deadline for arrival, so the DM needs a clear idea of where they are at all times, particularly since the PCs have a good chance to become lost. Since the *Dungeon Masters Guide* system for handling lost travel is based on hexes, the DM would be saved considerable work if that map were on hex paper. A grid would also relieve some worry over when the PCs are close enough to run some of the set encounters.

Graph paper was used for the village, where nothing happens that even requires a picture of the town. But in the wilderness map, where distance and direction make a difference, the DM is left without aid.

The outdoor maps in "The Stolen Power" and "Hirward's Task" (issue #5) could also benefit from subdivisions, but in both these cases, the players are given or discover precise directions to their goal, and one could almost forget about the outdoor map entirely.

David Carl Argall
La Puente, California

In most cases, we feel a scale of miles works better on outdoor maps, but we can see that this must be reviewed on an individual basis. Maps are more than utilitarian tools for the DM. They add detail and atmosphere to an adventure and pleasing graphic elements to pages of dense type. In the future, we'll also try to make them as useful as possible.

David also questioned our judgment in running his long letter in DUNGEON Adventures #5. "Surely you had better letters for some of that space," he wrote.

To be honest, we didn't . . . and we don't. DUNGEON Adventures doesn't generate anywhere near the volume of correspondence from readers as does its sister publication, DRAGON® Magazine. If everyone is so pleased with our efforts that they can't think of anything to gripe about, write and let us know what we're doing right!

Which adventures have you played, and which were the most successful? What do you want to see more of: D&D® game modules, AD&D® adventures, Oriental Adventures *modules, city adventures, or old-fashioned dungeon crawls? Do you run the modules in DUNGEON Adventures or read them for ideas to put into your own campaign? How many people read your copy, and how do you handle players who might have read an adventure you plan to run?*

With the next issue, DUNGEON Adventures will begin its second year of publication. Let us know what we've done right and what we've done wrong. A magazine that doesn't serve its readers has no real purpose. — BY

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AFTER THE STORM

BY NICK KOPSINIS AND PATRICK G. GOSHTIGIAN

Just when you thought it was safe to go back in the water . . .

Artwork by Jim Holloway
Cartography by Diesel

Nick Kopsinis and Patrick G. Goshtigian are currently students attending the University of California, Santa Cruz and Massachusetts Institute of Technology, respectively. Together and individually, they have published articles in DRAGON® Magazine, but this is their first appearance in DUNGEON™ Adventures. The authors tell us that After the Storm *was written to explore the relatively untouched realm of underwater adventures.*

After the Storm is an AD&D® game adventure for 4-6 characters of 8th-10th level. A smaller party may be suitable if all the members' levels are higher, and a larger party may be desirable if all the characters are below 9th level. It is not recommended that lower-level characters attempt this adventure; only higher-level characters will have access to the magic required for successful completion. The party should contain a mixture of all classes, with at least one high-level magic-user with spells to deal with the underwater environment.

It is important that the DM not simply give away magical items that would neutralize the underwater locale. Conversely, the DM should not be so stringent with aid that the PCs are unable to adventure underwater.

Adventure Background

The turgid waters of the Acitoff Ocean allow themselves to remain peaceful in only one place — Bluewater Cove. For many years, the small fishing village of Bazyte has existed off the abundance of marine life which inhabits the cove's crystal-clear waters.

However, for the same reason that the waters of the cove are calm, Bazyte has never grown into a large trading port. The inlet to Bluewater Cove is very narrow, and jagged coral reefs are scattered throughout the area. Many seagoing merchant ships, deceived by the peaceful appearance of the cove, have sunk upon the reefs while attempting to navigate a route to the village.

The inhabitants of the Acitoff coastline are accustomed to storms, but last week the largest hurricane ever recorded swiftly struck a 60-mile stretch of coastline. Many ships were caught unaware by the hurricane and dragged to the ocean bottom. Towns and villages directly on the coast were destroyed, and those many miles inland were struck by high winds and drenching rains.

Bazyte, normally buffered from such storms, suffered greatly from the hurricane's pummeling. Thatched roofs were torn from fishermen's huts, fishing boats were bashed against the docks, and farmland was flooded. The inhabitants of Bazyte were thrown into a state of chaos. This sense of upheaval, however, was replaced by intense curiosity and speculation when some interesting items began appearing on the shores of Bluewater Cove.

The first day after the hurricane, planks of wood and a sail attached to a piece of mast were found on the beach. It was obvious from the massive fragment of mast and expanse of sail that the articles had come from a large ship. The wreckage could have been that of a merchant ship, but none were reported near the cove before the storm. The solution to the mystery washed up on the following day.

Two fishermen, checking lobster traps along the southeastern shore of the cove, found four bodies strewn amid the wreckage of a longboat. Three of the bodies were clad in leather armor, their swords still strapped about their waists, but the fourth was unarmored and carried only a dagger. When the bodies were brought back to the village, seamen and merchants from the docks gathered around. The unarmored body was examined first. As the dagger was pulled from its sheath, the crowd gasped in horror. The dagger was silver, with a star ruby embedded in its blade. Everyone recognized the ornamental dagger as the symbol of a feared pirate, Jaggertooth Grinn — who now lay dead at their feet. The wreckage on the beach was from Jaggertooth's ship, the *Phantom,* which must have sunk inside the cove during the storm. The only person who could have seen where it went down was Old Ben, the keeper of the lighthouse. However, Old Ben, a recluse, is known to be hostile to visitors.

Rumors of a huge pirate treasure at the bottom of the cove spread quickly through Bazyte. Six adventurers who had sought refuge there from the storm heard the rumors and decided to talk to Old Ben. They must have gained valuable information from the old hermit, for they quickly bought a boat and ventured out into the cove — never to be seen again.

A week has passed since those adventurers left to find the treasure, and no one else has attempted the task. The peaceful appearance of Bluewater Cove is only surface deep; the depths hold a myriad of hostile creatures which keep the fishermen tending their nets close to shore. The depths, however, may also hold the treasures of the *Phantom.*

For the Dungeon Master

The pirate ship *Phantom* was sailing in the Acitoff when the storm blew up. The crew had recently raided a prosperous merchant ship and was running the goods north to a secret hideout when the pirates were forced to seek refuge in Bluewater Cove. While trying to navigate through the cove's narrow entrance, the *Phantom* struck a coral reef. The captain, Jaggertooth Grinn, managed to escape with three companions in the ship's single longboat, only to drown some time later in the waves and rain.

The ship sank within minutes, wedging itself firmly between two coral outcroppings, slightly tilted to port. All hands left aboard were lost, either trapped on the ship or drowned in the storm as they tried to swim to a shore they could not see.

The cove's chief predator, a great wereshark, soon discovered and appropriated the ship, and assigned companion sharks to guard it. The wereshark is actually Old Ben, the lighthouse keeper. He has not yet begun to explore or recover treasure from the wreck, but is waiting for the excitement of the storm to settle down. With adventurers prowling the cove, Old Ben fears being discovered or caught. He did not actually see the sinking of the *Phantom,* having chanced upon it after the storm. He attempts to guard the wreck to the best of his abilities, fighting underwater intruders in shark form and deceiving treasure hunters on land in his human form.

The DM should refer to the *Dungeon Masters Guide,* pages 53-57, for information on underwater and waterborne adventures. Remember that underwater communication is extremely difficult. Only hand signals and simple commands to others within a 30′ radius should be allowed. The DM should enforce these communication rules to enhance the effect of role-playing the underwater adventure.

Underwater combat is fully effective with thrusting weapons only; use of slashing or blunt weapons underwater is possible, but at the PC's own non-proficiency penalty. Characters attempting to fight underwater with those nonthrusting weapons with which they are not proficient suffer double their non-proficiency penalties on "to hit" rolls. Blunt weapons do only one point of damage per hit in addition to any magical damage bonus. Other weapons do half damage. Certain magical slashing or blunt weapons with exceptional attack powers lose these functions underwater (e.g., a *vorpal weapon* gains only its magical "to hit" and damage adjustments, but cannot sever heads). Shields and dexterity bonuses do not apply unless the PC has magical aid such as a *ring of free action.*

Death by drowning is a very real possibility during this adventure. A PC may hold his breath underwater for one segment per point of constitution if the PC remains inactive. Light action, such as swimming, subtracts two segments from the starting total. Vigorous action, such as combat, subtracts four segments. Characters lose consciousness two segments after running out of breath, and are beyond recovery by normal means 1-6 rounds later.

Characters are unable to drink potions or read scrolls while underwater. Increasing difficulty in breathing warns a PC that the duration of a potion of *water breathing* or *water breathing* spell is about to run out. This is important for the PCs in any situation that requires an abnormal amount of time to reach the surface (e.g., if trapped in wreckage, in combat, at a great depth, etc.).

If a *locate object* or similar spell is used to find the *Phantom,* it will not yield effective results since dozens of ships have sunk in the cove throughout the ages. (see the *DMG,* page 42).

The Village of Bazyte

The village is home to approximately 370 inhabitants. It is the only town on this 60-mile stretch of coastline; the next village inland is a good four-day journey away. Bazyte is a wholly self-supporting farming and fishing community as well as a trading port for coastal merchant vessels. These shallow-draft boats trade goods up and down the coast but never venture far from land. Through long experience, their captains maneuver into and through Bluewater Cove with an ease envied by their ocean-going brethren.

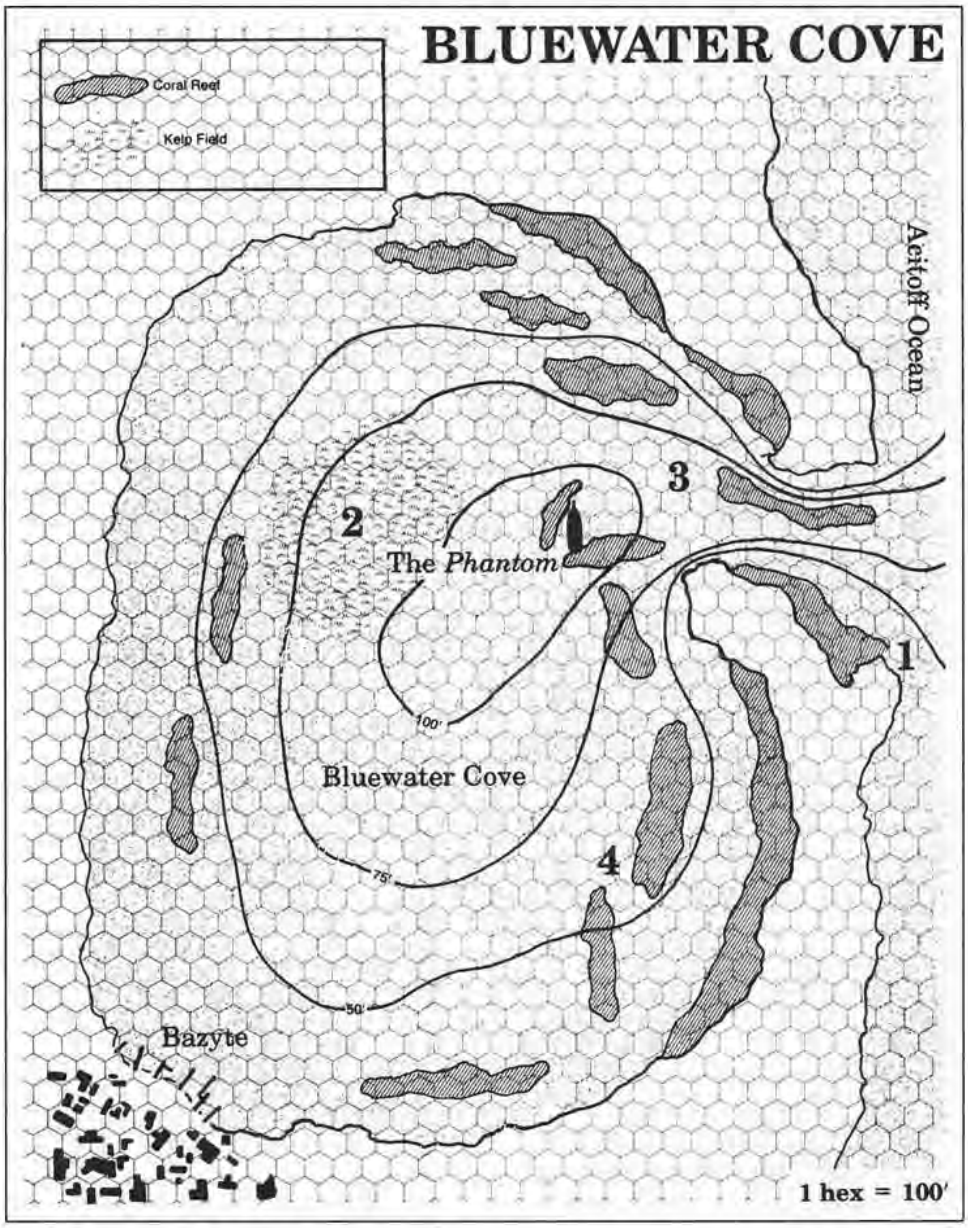
In order to accommodate these traders, the village supports a large inn and a tavern. There are a few stores in the village, but most general supplies, including common weapons and armor, can be bought directly from the few merchant ships which dock here regularly.

Bazyte does not have a library, but the PCs could learn much information from some of the older fishermen if they are willing to spend an evening or so listening to tales. Unfortunately, these old codgers will cheerfully repeat any rumor, true or false, to impress their audience. For each evening the adventurers spend listening to these tales, they hear 1-3 rumors. An additional 2-5 rumors can be overheard from patrons of the tavern, who are more reticent and only talk to adventurers if sufficiently persuaded (or bribed). Adventurers may hear the same rumor from more than one source and in several different versions.

1. The lighthouse keeper saw the wreck occur. (False)
2. Old Ben has explored the wreck and has treasure from it. (False)
3. The storm was caused by the god Poseidon. (Possibly; see area 5J on the *Phantom*)
4. Two ships sank in the storm, not one. (False)
5. Sharks have surrounded the sunken pirate ship. (True)
6. The true cause of the wreck was an attack by a dragon turtle which lurks in the depths of the cove. (False)
7. The pirates recently raided three separate merchant ships. (False; only one)
8. Victimized merchants are coming to claim their lost treasure. (False)
9. The lighthouse keeper is a half-ogre. (False)
10. The pirate ship is really a ghost ship. (False)
11. The god Poseidon has claimed the ship. (Not yet)
12. Jaggertooth Grinn survived and stalks the village. (False)

The inhabitants of Bazyte are accustomed to seeing unfamiliar sailors and merchants, but only on rare occasions have they seen adventurers. The PCs, therefore, are treated with caution and a bit of suspicion. Once it becomes common knowledge that the PCs are going to attempt to retrieve the treasures of the *Phantom*, the mayor of Bazyte (an elderly merchant) greets them warmly. He offers them room, board, and the use of a fishing boat (capable of holding seven people) along with a native guide to help them avoid the hazards of the cove. The mayor is, of course, anticipating the PCs will return with massive amounts of treasure upon which he can impose a quickly generated 5% treasure tax.

The DM should shape the village to reflect his specific campaign in all other respects.



Bluewater Cove Encounters

On the surface of the water, adventurers have little to worry about other than the coral reefs and the currents. Inexperienced sailors will crash and sink 95% of the time when traveling in the cove without a native guide (check every hour).

Every turn that the adventurers are out in the cove in some sort of craft, there is a one-in-six chance that they encounter a fishing boat from the village. Fishing boats are crewed by 1-3 villagers (AC 10; MV 12"; F1; hp 2-8

each; #AT 1; Dmg by weapon type; statistics not exceptional; AL N; harpoons and daggers) and range in size from small rowboats to sturdy longboats. The fishermen avoid adventurers unless they interfere with the fishermen's lines; then, the fishermen threaten the adventurers until the lines are left alone. Although the fishermen carry harpoons, they are basically noncombatants and avoid confrontations. If questioned, the fishermen can tell the positions of major coral reefs and kelp beds, but not much else. In any case, they are hard at work and answer as briefly as possible.

The waters of Bluewater Cove are crystal clear; the PCs can see down to a depth of 50' before the light becomes too dim. Over the kelp beds, of course, visibility is zero. Many kinds of colorful fish, swimming in schools and alone, can be observed, along with various types of vegetation.

If the adventurers leave the safety of a boat, their chance for an encounter changes. Whether swimming on the surface or walking on the bottom, there is a one-in-eight chance of an encounter, checked every turn. If an encounter is indicated, roll 1d20 and use the following list to determine the type:

1-3. 1-12 **floating eyes** (AC 9; MV //30"; HD ½; hp 3 each; #AT nil; Dmg nil; SA hypnotism; AL N). A school of 2-12 **barracuda** (AC 6; MV //30"; HD 2; hp 9 each; #AT 1; Dmg 2-8; AL N) appears one round after the floating eyes and attacks any hypnotized victims. If the floating eyes are slain, the barracuda flee.

4. 2-8 **ixitxachitl** (AC 6; MV //12"; HD 1+1; hp 6 each; #AT 1; Dmg 3-12; SA clerical spells; AL CE). The ixitxachitl lair in the coral reefs just outside the inlet to Bluewater Cove. They are currently hunting inside the cove and attack the PCs unless obviously outnumbered.

5. Manta ray (AC 6; MV //18"; HD 10; hp 45; #AT 1 and 1; Dmg 3-12/2-20; SA swallow prey whole; AL N). In the manta ray's stomach is a sheathed *dagger +1,* three pearls (worth 100 gp each), 43 gp, and 25 sp.

6. 1-3 **pungi rays** (AC 7; MV //12"; HD 4; hp 18 each; #AT 1-12; Dmg 1-4 per spine; SA poison spines; AL N).

7. 1-3 **sting rays** (AC 7; MV //9"; HD 1; hp 5 each; #AT 1; Dmg 1-3; SA poison spine; AL N).

8-10. 3-12 **sharks** (AC 6; MV //24"; HD 3-8; #AT 1; Dmg 2-5 or 2-8 or 3-12; AL N). The many sharks which inhabit Bluewater Cove are attracted by the abundance of food. When sharks are encountered, roll 1d10 and use the following table to determine hit dice. All the sharks in each group encountered have the same number of hit dice, but if a giant shark is encountered, it is solitary.

Roll	Size of shark
1-2	3 HD
3-4	4 HD
5-6	5 HD
7	6 HD
8-9	8 HD
10	giant shark*

* AC 5; MV //18"; HD 12; hp 54; #AT 1; Dmg 5-20; SA swallow whole; AL N.

11-13. 3-12 **strangle weeds** (AC 6; MV nil; HD 3; hp 14 each; #AT 1; Dmg special; AL N).

14. 1-3 **giant sea turtles** (AC 2/5; MV 1"//15"; HD 15; hp 68 each; #AT 1; Dmg 4-16; SD withdraw into shell; AL N).

15. 1-3 **giant snapping turtles** (AC 0/5; MV 3"//2"; HD 10; hp 45 each; #AT 1; Dmg 6-20; SA surprise; SD withdraw into shell; AL N).

16. 1-3 **marine electric eels** (AC 6; MV //9"; HD 6; hp 27 each; #AT 1; Dmg 2-8; SA, SD electrical discharge; AL N).

17. 1-4 **giant marine spiders** (AC 4; MV 15"; HD 7+7; hp 39 each; #AT 1; Dmg 3-12; SA poison; AL N). These spiders are hidden in a bed of kelp and rush out to attack. Their nest is nearby (20% cumulative chance to find it per turn of searching). The nest can accommodate two medium-sized humans or three small-sized demi-humans, with air to support them for up to half a day. Among the bones and refuse in the nest are a helmet, a spear, 30 gp, 48 ep, and 456 sp.

18-19. 1-2 **crystal oozes** (AC 8; MV 1"//3"; HD 4; hp 18 each; #AT 1; Dmg 4-16; SA paralysis; SD 75% invisible; immune to acid, cold, heat, fire; AL N).

20. Special. The PCs encounter a sunken ship, ranging in size from a small rowboat to a merchant galley. The wreck is decayed and difficult to explore. It contains little of interest but may be mistaken for the *Phantom.*

Bluewater Cove Map Key

See the map of Bluewater Cove for the following encounter locations:

1. The Lighthouse. At the entrance of Bluewater Cove, an old lighthouse stands on the cliffs above the rocks. The light's signal is a beacon for traveling vessels, warning of the perilous coral reefs within the cove's entrance.

Every night at dusk the beacon is turned on, and every dawn it is extinguished, except in poor weather when it remains burning to guide ships through fog and storm. The powerful, oil-burning lantern is maintained by Old Ben, the owner and keeper of the lighthouse.

Old Ben is a strange man. The townspeople think him odd because he accepts no payment for his lighthouse duties. His privacy and a bi-monthly delivery of oil are all he asks. Even then, the oil is left at his doorstep, and he is left strictly alone.

Rumored to be a large, muscular man, cruel and wicked in his ways, Old Ben is hardly ever seen by the villagers. Those who come spying on the cliffs confirm his strength to be powerful. Fishermen have seen him on the cliffs, staring intently out to sea for hours at a time as if longing to travel the ocean or waiting for a lost ship to arrive.

If the PCs walk up the road to the lighthouse, they can see that the beacon tower is built on top of Old Ben's house. Nobody seems to be about at night, yet lights are on in the house. The locked door is large and made of solid oak. If encountered here in the daytime (35% chance), Old Ben does his best to mislead the PCs under the guise of being nasty but slightly helpful. His advice is guaranteed to be harmful.

Old Ben is secretly a wereshark (AC 0; MV 12"//21"; HD 10+3; hp 80; #AT 1; Dmg 5-20; SD silver or magical weapon to hit; AL NE). Afflicted with lycanthropy at a young age, Ben has grown into a powerful monster. Nobody knows of his condition. At night, after the lighthouse beacon is lit, he climbs down through the trapdoor in his basement. A long ladder leads to a secret underwater cave where he changes to shark form and enters the sea unseen. He hunts only at night but often spends the days in the dark of the depths of the ocean and the cove.

Old Ben is the dominant being in the depths of the cove, although his territory is well defined. He never enters the kelp field (area 2) or goes near the lair of the giant oyster (area 4). He continually tries to lure an octopus away from

an old sunken ship which he suspects contains treasure (area 3).

When trusting adventurers come asking for information about the *Phantom*, Old Ben gets a laugh out of sending them to the kelp field or the giant oyster instead. He treats visitors harshly and flees through the trapdoor in any threatening situation.

The house (see Old Ben's House map) occupies the bottom 10′ of the tower and comprises four rooms plus a basement. All the windows are locked and curtained.

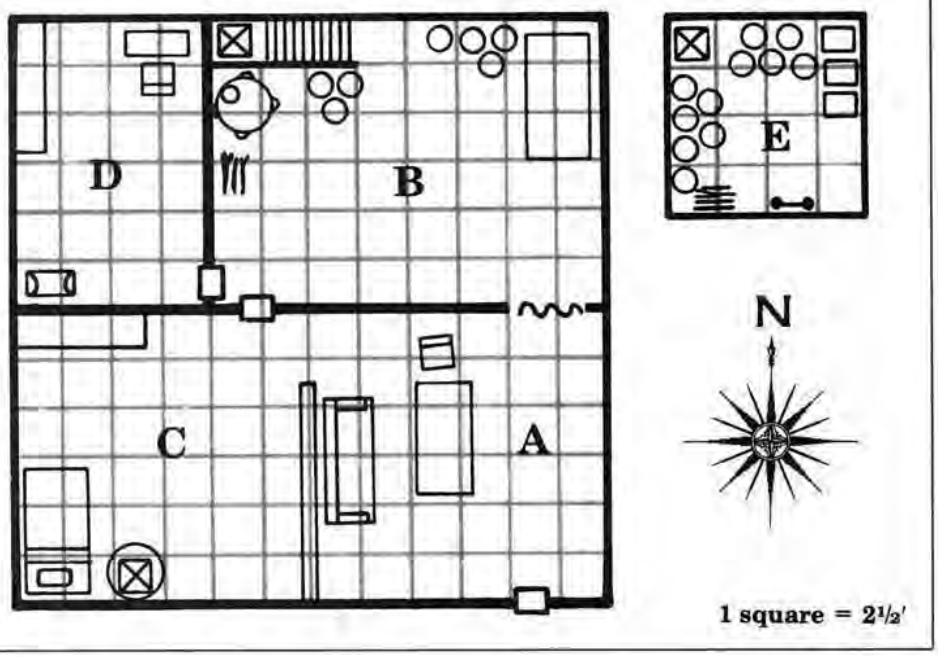
1A. Living room. The walls of this homey room are decorated with several paintings, each worth at least 500 gp. The paintings are of the sea in its various aspects. A leather couch and chair sit cozily next to an oak table that supports a lighted lantern and some open books about storms of the sea. A curtain covers the doorway in the north wall.

1B. Kitchen. This area contains a small wood-burning stove (unlit) and a pile of logs. A table with an array of knives and fish scraps sits against the east wall. Several barrels almost block a stairway in the northwest corner of the room. The barrels contain dried fruit and grain.

The stairs lead up to the roof, upon which the 50′-high light tower was built. The oil reserves are kept on this level and carried up as needed. A ladder leads up to the top level, which is almost completely filled by a huge, oil-burning light backed with curved mirrors.

1C. Bedroom. Within these living quarters are a neatly made bed, a table, and a large bookcase that contains volumes on many topics relating to the sea and shipping. All the books are in excellent condition. Along the east wall, a long set of shelves holds clothing, blankets, and miscellaneous items: one shark's jaw, four pieces of coral, a string of shark teeth, many beautiful seashells, and a bowl of 12 pearls. The real pearls are work 100 gp each, but eight of the "pearls" are actually look-alike pellets that can be recognized as fakes on close inspection. When consumed, each pellet has the effect of a potion of *water breathing*. The largest shark tooth is actually the key to a trapdoor located under the bedside table, concealed by a tablecloth that hangs to the floor. A ladder leads from the trapdoor to the basement (area 1E).

OLD BEN'S HOUSE



1D. Study. The house's smallest room is a study. It contains a small bookcase, a desk and chair, and a small chest.

The bookcase contains books about fish and other marine life. These books are in excellent condition. The desk drawers are locked. If opened, the top drawer is found to contain many quills, parchment, candles, and a sliver scroll tube. The tube contains a map of the cove marked with the exact location of all local obstacles, monster lairs, and the *Phantom*. The other drawers contain empty leather scroll tubes and a manual of instruction on lighthouse maintenance.

The lock of the chest contains a needle trap. Without the key, opening the lock fires the needle into the victim, inflicting 1-3 hp damage and d10+10 hours of sleep unless a save vs. poison is made. Within the chest are Old Ben's treasures: a wooden scroll tube containing a scroll of *protection from magical edged weapons*, a *stone of good luck*, *wand of enemy detection* (27 charges), *short sword +2 of quickness*, and a vial containing *oil of etherealness* (2 doses). If Old Ben can use these against intruders in his home, he will.

1E. Basement. The basement is used as a storage room. It hold barrels of dried fruit and wine, and crates containing old paintings, toys, clothing, and books, all basically worthless. Some logs are piled up in the southwest corner.

Beneath the barrels in the northwest corner is an unlocked trapdoor. Below it, a ladder leads 75′ down to a flooded cave and a tunnel to the sea. The tunnel cannot be seen from the open ocean, so it may be used in privacy.

2. Kelp Field. "Evil dwells within the kelp field," say the local fishermen. This botanical menace is the bane of travelers in Bluewater Cove, and the watery grave of many ships.

As the PCs approach the field, its green, netted clutter resolves into 50-100′ strands of kelp that grow up from the sandy bottom to form a dense mat near the surface of the water. The kelp field creates many difficulties for travelers. Ships can't sail through it; they must be rowed at a quarter normal

speed. Swimming and walking are also at quarter speed.

Near the center of the field, a large sunken ship is slowly rotting to merge with the accumulation of debris on the ocean floor. This ancient vessel is the lair of four **sea hags** (AC 7; MV 15"; HD 3; hp 20, 15, 14, 12; #AT 1; Dmg by weapon type; SA death gaze; AL CE; daggers). The sea hags fight to the death in defense of their lair and pursue intruders to the edge of the kelp field, but do not leave it.

Within the ship are six fresh skeletons (the last group of treasure hunters), quite dead and not animated, and some treasure: three suits of leather armor, a suit of *chain mail +3,* a *spear +1,* two tridents, three harpoons, a *dagger +2,* and 234 gp.

3. Eight-Armed Death. Here lies the wreck of one of the many seagoing vessels that attempted to navigate the inlet — and failed. From above, the mast of the wreck can barely be seen protruding to within 20' of the surface. On first approach, the PCs may mistake this wreck for the pirate ship *Phantom,* as it is approximately the same size. Closer examination quickly reveals that this ship has been on the bottom of the inlet for decades. All that is left is the hull, now serving as the lair of a **giant octopus** (AC 7; MV 3"//12"; HD 8; hp 60 #AT 7; Dmg 1-4 (×6)/2-12; SA constriction; SD ink cloud; AL NE).

The large gap in the bow of the ship is obvious, but there is only a 2-in-6 chance per turn to spot the octopus from outside the wreck as it moves about the inside of the gutted hull. There is one chance in 12 per hour that the creature appears briefly outside the gap in the bow. The octopus attacks if approached, but does not pursue attackers outside the wreck. If severely injured, the giant octopus blows forth its cloud of black ink and retreats to the farthest part of the stern, where its treasure lies. The treasure consists of a vial of *oil of timelessness;* a potion of *extra-healing;* a suit of *leather armor +3;* a *shield +2;* a sack of 20 tigereyes (worth 10 gp each); 96 pp; 1,010 gp; 201 ep; 5,886 sp; and 79 cp.

4. The Lair of the Giant Oyster. Nestled within a natural cave in the coral reef lives a giant oyster, its shell halves slightly parted. A gleam can be seen from within the creature. The oyster's special attack comes into play only if something is placed into the opening of its shell. The giant oyster contains a pearl 6" in diameter, valued at 7,200 gp.

As the PCs gather around the oyster, a coral beast, lurking nearby, becomes alerted to the presence of intruders. It lies in wait until an advantageous moment to attack. If a solitary adventurer is trapped by the oyster or left unguarded by his fellows, the coral beast rushes forward and uses its stunning blow on the unsuspecting victim. The coral beast pursues fleeing PCs until it catches them or they leave its line of sight; it then returns to the cover of the coral reef.

The *Phantom*

Wedged between two coral reefs lies the *Phantom,* identifiable by the name boldly painted on both sides of its bow. Swimming freely from a gaping hole in the starboard side are many sharks. It is evident, though, that the top deck could be entered from above, circumventing the coral and thereby escaping the notice of the sharks.

There is a 50% chance that Old Ben is present, in which case the PCs notice that one shark is substantially larger than its five companions (this requires one turn of observation to detect). If any PC has knowledge of these sea beasts, the large shark appears to be a great white shark; it is actually the local wereshark (see Bluewater Cove area 1).

OYSTER, GIANT

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *2*
MOVE: *1"*
HIT DICE: *4*
% IN LAIR: *100%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non*
ALIGNMENT: *Neutral*
SIZE: *M (5' diameter)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *IV/85 + 4 per hp*

Giant oysters live at all depths of the ocean. They have a nonaggressive nature, eating plankton and fish that swim into their shells. The giant oyster's one special attack comes from powerfully closing its shell halves around anything that comes between them. A save vs. breath weapon indicates the victim was not caught. Failure to save results in a vicelike hold on the trapped creature. The oyster retains its grip until it or the creature is dead. Only one chance to pull free (equal to a *bend bars/lift gates* roll) is allowed.

Within the oyster, a giant pearl may be found 60% of the time. The pearl is up to 6" in diameter, valued up to 7,500 gp.

CORAL BEAST

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *9"*
HIT DICE: *10*
% IN LAIR: *90%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-18/3-18*
SPECIAL ATTACKS: *Surprise, stunning*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral evil*
SIZE: *L (10' tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *X/2850 + 14 per hp*

The coral beast is a large, vaguely humanoid creature that dwells in coral reefs. Its hard, spiny body provides not only excellent protection and camouflage, but a powerful weapon. The exoskeleton of a coral beast resembles the material of a coral reef, so that when it is encountered near an actual reef, it is 97% undetectable. Away from its coral lair, it is undetectable only 75% of the time.

When attacking, the coral beast lies in wait until its victim is least expecting an attack or is otherwise rendered helpless. It then springs out and attacks by battering the victim with its sharp, armlike appendages. An additional stunning blow is used if the victim is surprised; a hit then indicates the victim is stunned for 1d4+4 rounds in addition to taking 3-18 hp damage. Any treasure found is incidental, left behind by the coral beast's victims.

The five other sharks are vicious **hammerheads** (AC 6; MV //24"; HD 8; hp 60, 55, 42, 40, 39; #AT 1; Dmg 3-12; AL N) that attack anything that moves within 30' of the hole, pursuing prey indefinitely. The wereshark attacks within 10' of the hole but does not pursue, remaining to guard the treasure. If the sharks pursue more than 100' from the ship, one hammerhead breaks pursuit and returns to the hold.

Unless otherwise stated, the following comments about the wrecked ship apply:

— All rooms and corridors are 8' high on the first level, 6' high on the second level, and 9' high in the cargo holds. The floors are 2' thick, and the walls are 6" thick.

— All walls, ceilings, floors, and built-in furniture are made of wood.

— All doors are reinforced wood on iron frames and hinges. The iron has rusted slightly, but not enough to affect breaking procedures.

— All portholes are bolted shut, with crossed bars on the outside.

— All rooms are totally submerged, and all items within have been saturated with sea water for a week or more.

— All loose materials have slid or rolled toward the port side, since the ship is leaning in that direction.

— All large furniture is securely bolted to the floor.

There are no random encounters within the ship. However, random encounters for the cove apply whenever the adventurers are near the ship but not inside of it. These encounters can also occur on the top deck and (if the sharks and wereshark are destroyed) within the hole in the ship that opens it to the cove.

Top Deck

The top deck is divided into three parts: aft, middle, and fore. A 2'-high guardrail completely encircles the deck. The aft section is raised 10', reached by ladderlike steps. Next to the ladder is an open door that leads down to the first level of the ship.

Mounted on the aft section are four large wooden ballistae. The ballistae are in working condition, but their effects underwater are halved (damage, range, speed, etc.). If unbolted and removed from the deck, they can be sold on the open market for 50 gp each — the slightly damaged value.

From a foot-high raised platform protrudes a large wooden rudder handle tied to sawhorses. The linkage from the handle to the rudder was broken in the storm.

The middle section contains six benches. In the railing next to the benches are 1'-wide oar slots. The handles of four oars are still in their oarlocks. Slaves were used to row the ship when there were no winds to propel the craft. They lived — and died — chained to their oars. The chains are about 5' long and made of steel. Each of the four remaining oars has two decaying human bodies attached to it. They have no items of value. If a *speak with dead* spell is used, the slaves are able to give an account of the storm and their previous lives but have no knowledge of treasure or the ship's layout.

In the center of the ship stand the stubs of two mast poles, broken off about 10' above the deck. Between these masts are ropes and clasps for the longboat, which is gone.

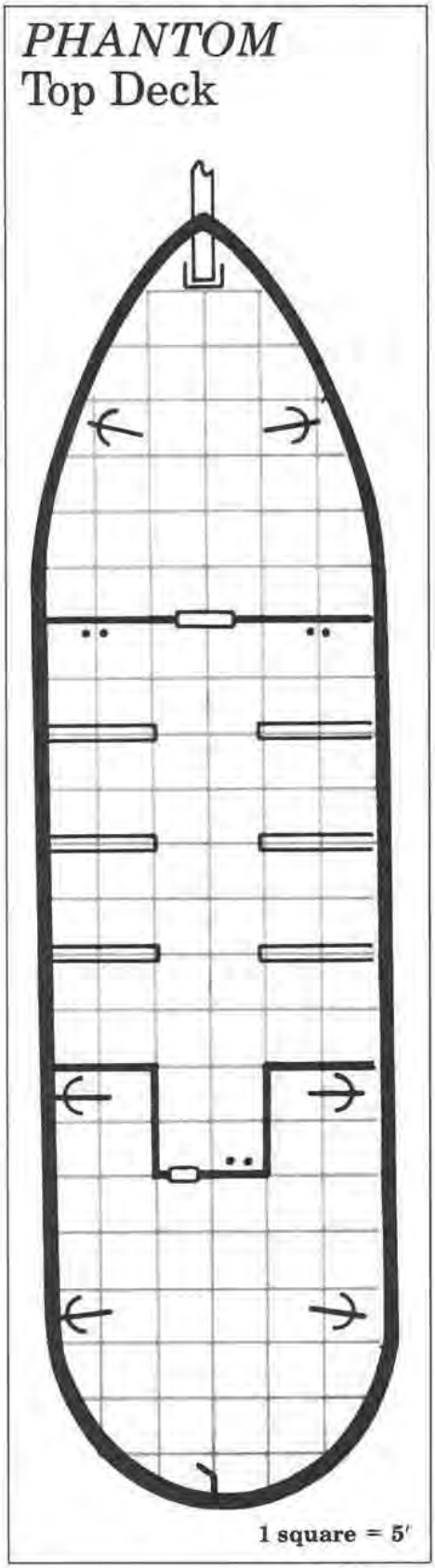
Two ladders lead up 10' to the raised foredeck. A hatch between them opens into the anchor room (room 1) on the first level. The foredeck has two more wooden ballistae and the support pole for the front mast, broken off 5' from its base.

Near the starboard ballistae are 12 **black urchins** (AC 4; MV 9"//15"; HD 1+1; hp 9 (×2), 8, 7, 6 (×2), 5, 4 (×3), 3 (×2); #AT 1; Dmg 1-6; AL N). They fight only if disturbed or attacked. By the aft ladders and in the doorway are three **yellow urchins** (AC 1; MV 12"//18"; HD 4+2; hp 28, 24, 22; #AT 4; Dmg 1-6 (×4); SA venom; AL N). They attack any creature passing through the door or touching the base of a ladder. Near the foremast are two more yellow urchins (hp 23, 15).

First Level

1. Anchor Room. The hatch at the foredeck leads to the anchor room. A hundred feet of heavy chain attached to a 500-lb. anchor is wound upon each of two large wooden spools. Littering the room are 100 coils of 50' rope, 60 coils of 100' rope, 10 kegs of fresh water, two sails, 150 torches, 70 lanterns, 80 ballista bolts, 30 spears, 10 heavy crossbows with four score bolts, and 10 grappling hooks.

The six portholes are unbarred and



PHANTOM First Level

1 square = 5′

open on their hinges. Forward of the middle porthole on each side are 5′ × 1′ slots for the anchors.

Hidden in the tangle or rope and sail is a 30′-long **marine electric eel** (AC 6; MV //9″; HD 7; hp 39; #AT 1; dmg 3-12; SA, SD electrical discharge; AL N) which attacks any creature that enters the room.

2. Captain's Quarters. The door to this room is locked. Inset in it is a silver dagger with a star ruby in the blade (worth 7,000 gp), the symbol of Jagger-tooth Grinn. To pry the dagger free, a PC must use a crow bar or other tool and make an *open doors* roll; one attempt is allowed per turn. If the door is opened, a *fire trap* is set off with a loud explosion which releases an abundance of steam. All within a 5′ radius are stunned for one round but suffer no damage.

Beyond the door is a large room. Its floor is littered with papers; ruined books, journals, and maps; quill pens; ink pots; and personal articles such as boots, a cloak, and several ornate tunics. Three pictures of islands and five maps of currents in the Acitoff Ocean hang crookedly on the walls. A large bed devoid of sheets occupies the northwest corner of the room across from empty, L-shaped shelves. A table and four chairs (now scattered), a desk, and a full weapons rack complete the room's furnishings. The portholes here may be opened but are locked from the inside.

Under the bed, built into its wooden frame, is a concealed compartment. The 3′ cube can be opened by activating the release catch hidden with the carvings of the bed's headboard one-in-six chance to find the catch). Within the cube is a 3′-long gold scepter studded with pearls (worth 11,500 gp), an ivory tube with a wax seal which contains a scroll of *protection from paralyzation*, and a *ring of clumsiness* that resembles a *ring of swimming*.

The desk has three locked drawers — a long, narrow drawer above two deeper ones, side by side. In the top drawer are several pieces of parchment, two quill pens, two sheathed daggers, a potion of *healing*, and a flask containing *oil of acid resistance*. The left drawer contains two small coffers. The first, although empty, is locked and trapped with a needle trap devoid of poison (1-3 hp damage). When the second coffer is pulled from the drawer, a spring-loaded blade slides forward, inflicting 4-24 hp damage (save vs. breath weapon at −2 for half damage). Within the coffer are a *spoon of stirring* and three rubies (worth 1,000 gp each). The right-hand drawer holds a pouch containing seven pieces of amethyst (worth 100 gp each), 108 gp, and a locked coffer which holds some navigational equipment.

The weapons rack contains a spear, a harpoon, a *trident +1*, a *falchion +2*, a long bow, and a quiver with only an *arrow of slaying sea monsters*.

3. First Mate's Cabin. The door to this room is open. Under the bed, attached to its bottom, is a sheathed *short sword +1*. Seven ruined books on topics such as a captain's duties, navigation, and sailing techniques can be seen through the locked — and miraculously unbroken — glass doors of the cabinet on the east wall.

A desk with three unlocked drawers contains a *dagger +2*, a potion of *sweet water*, 12 pp, and 12 gp.

The room is inhabited by eight **floating eyes** (AC 9; MV 30″; HD ½; hp 4, 3 (×3), 2 (×2), 1 (×2); #AT nil; Dmg nil; SA hypnotism; AL N).

4. Wizard's Cabin. The door to this room is *wizard locked*. Obviously a mage's room, this area was devoted to the art of black magic. The first 5′ × 5′ section inside the door lies in *continual darkness*. Beyond the darkness, the room's haunting features spring into sharp focus. The bed is covered in black, with four skull-topped bedposts. On the large wall above it, a huge icon represents the symbol of the goddess Hecate — the setting moon. On the headboard and footboard are etched two skulls. Any who touch these etchings immediately change alignment to become neutral evil unless a save vs. spells is made.

Several books and tomes can be found in the shelves on the west wall. These tomes cover such topics as the occult, major demons and devils, Hecate, and other arcane subjects. Although saturated with water, these books are in fair condition because of their enchantment. If dried, they are partially legible.

The steel desk bears nine black candles set in pools of their own wax. A gold pentagram inscribed in a circle is inset into the desk top; the circle rotates freely counterclockwise. Etched in the center of the star is a small dot. On very close inspection, it appears to be a figure of some humanoid being.

If the pentagram is pushed down and turned clockwise, all the drawers unlock and the trap is deactivated. However, if a quarter turn counterclockwise is made, the pentagram fades into the desk as the etched dot grows into a ferocious **mezzodaemon** (AC −3; MV 15" HD 10+40; hp 95; #AT 2; Dmg 7-12/7-12; SA spell-like powers; SD magical weapon to hit, immune to paralysis and potions; AL NE). If the mezzodaemon is slain, the pentagram reappears as before, with the etching in place as the trap is completely reset. The desk drawers remain locked.

The top drawer contains quill pens, parchment, four wax-sealed bone tubes, several jars of standard material components (DM's choice), and a prism in a small box. The prism is magical and turns all light refracted through it to a harmless black beam. The four tubes contain the following: a scroll of *protection from illusions;* a scroll with the magic-user spells *fly, hold person, gust of wind, material,* and *blink;* a scroll of *protection from possession;* and a scroll with the magic-user spells *dancing lights, knock, monster summoning I, mass invisibility, transmute water to dust, stone skin,* and *wall of iron.*

The right-hand drawer contains four jars of a blood-red powder and four jars of a thick, green liquid. If the two substances are allowed to touch each other, the resulting explosion produces a gas that delivers 5-50 hp damage upon contact. The gas cloud expands to fill a 10'-diameter sphere. These two elements have a strong affinity for each other and, if released from their jars, move rapidly together until explosive contact is made.

The left desk drawer holds many vials, tubes, jars, flasks, and one small pouch. While most of the glassware is empty or broken, three of the containers hold magical liquids: an *elixir of life,* a potion of *red dragon control,* and a flask of *oil of elemental invulnerability.* The pouch is a *bag of holding* of the smallest size.

The skulls atop the bedposts contain 500-gp onyx gems set in their eye sockets. All eight gems radiate magic, but each is *cursed* to give the bearer −1 on all saving throws, cumulative for each gem carried. Therefore, a PC carrying all eight gems is unknowingly *cursed* with −8 on every saving throw. To alleviate the *curse,* one must simply dispose of the onyx.

Second Level

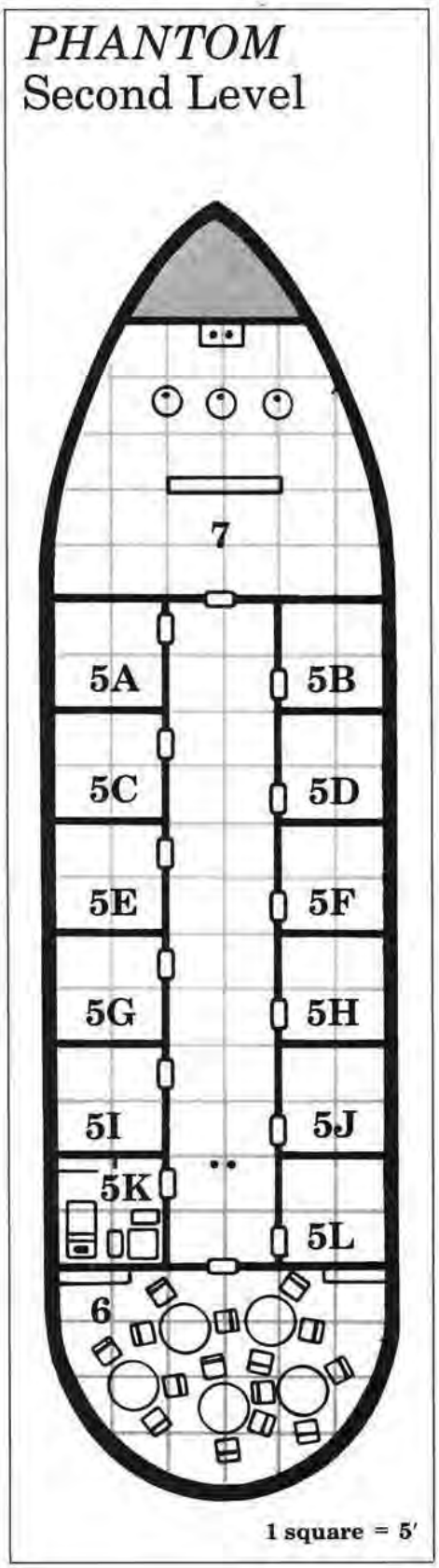
5. Crew's Quarters. There are 12 rooms for the crew on this level. Although details of the individual rooms vary, the general arrangement of these rooms is quite similar. Rooms on the port side of the ship are mirror images of those on the starboard. Each room is furnished with a pair of wood-frame bunks, one over the other, attached to the wall opposite the door. Bedding material is floating randomly about the room.

In the north outside corner is a shelving unit and weapons rack. A table and two benches are bolted to the floor in the corner along the corridor wall. The table has a lantern affixed to its center. The benches are of polished wood, and close inspection reveals their seats are hinged and locked. These benches are hollow and double as chests. Each room also contains two footlockers for the crew's personal items such as cloaks, boots, clothing, blankets, tobacco, pipes, and ale flasks. The porthole in each room is located just above the top bunk.

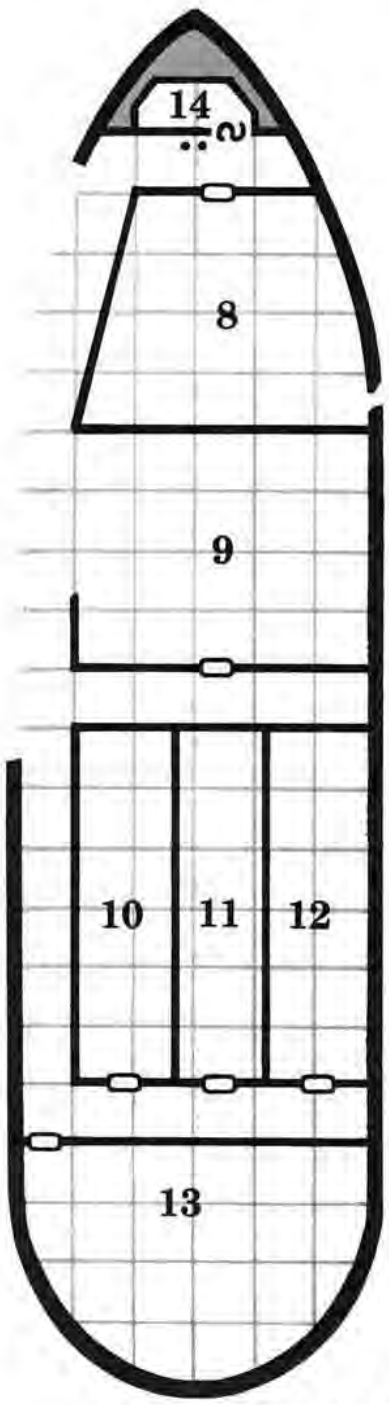
5A. The door is closed but unlocked. Strewn about the room are a deck of playing cards, 20 gp, 13 sp, and three candles. The weapons rack holds six daggers and two sabers, one of which is a *saber +1.* One of the locked benches contains the following: a small sack, an ivory scroll tube containing a map of an unnamed city, a *dagger +1,* and 35 sp. The sack holds two tiger-eyes (10 gp each) and a gold necklace (worth 50 gp). The second bench contains a *ring of delusion* and 78 sp.

5B. The door is open a foot. Scattered about the room are three hand axes and four daggers. The benches are locked. The first bench contains one small sack, a locked coffer, and 50 gp. The sack holds 100 gp, and the coffer contains a carved ivory dagger with seven small rubies embedded in the hilt (1,000 gp total value). The second bench contains 33 gp and a small sack containing a silver pipe (50 gp) and 79 sp.

5C. The door is closed and locked. On the floor are the bodies of two drowned pirates and several empty pouches. The pirates have no items of value on their persons. The weapons rack holds four spears and three long swords. If a *speak with dead* spell is used, the pirates



PHANTOM Cargo Holds



1 square = 5'

prove to be singularly uncooperative and evil intentioned, as they were in life. The benches are not locked and contain a total of 10 gp.

5D. The door here is open, and the only items of value are the 23 gp loose on the floor. The benches within have been opened. This room has a very small pocket of air trapped in one upper corner, enough for one character to breathe for one turn.

5E. The door is open. On the floor are the remains of a broken lantern. The weapons rack holds three daggers, a harpoon, and a short bow with a quiver of 12 arrows. The benches are not locked. The first contains a torn skull-and-crossbones flag and a black cloak. The second has only 9 sp.

5F. The door is closed but not locked. Two daggers and one javelin are stuck into the floor. The benches are both open and empty.

5G. The door is open. On the floor, a dead pirate run through with a saber lies next to the two open and empty chests. See the notes in area 5C if the pirate's spirit is questioned by magical means. The weapons rack holds three sabers and a long sword.

5H. The door is closed but not locked. Scattered about on the floor lie two daggers, a long bow, 18 arrows, and 23 sp. The first locked chest contains a small sack, one empty leather scroll case, and a small box. The sack holds some unusual seashells (10 gp total) and the box contains a coral necklace (50 gp). The other chest has a sealskin cape (126 gp).

5I. The door is open. On the floor are many fish bones, plates, utensils, a dagger, and 139 cp. The chests are open and empty.

5J. The door is locked. Inside the room are two drowned pirates, one holding a small sack. The sack is looped through a gold ring (50 gp) and tied with silver wire (10 gp). It contains a large emerald cut into the shape of a tortoise (worth 8,500 gp). If searched, the bodies yield a total of two daggers, 150 shark teeth (worth 5 gp total), and a wax-sealed gold scroll tube. The cap of the tube has a *glyph of warding* on it that shocks for 2-12 hp damage. Within the tube, a piece of parchment is rolled around a 2" trident made of aquamarine (500 gp). The parchment reads as follows:

Those who steal from my endless sea
Receive retribution, just and right.
Return the treasures unto me,
Or face my stormy wrath at night.

The aquamarine trident is the symbol of the god Poseidon, as any cleric of a Greek deity knows. The first chest, which is unlocked, holds 230 sp. However, when the lid is lifted more than 2", three evenly spaced 1½' spikes spring forward from the base of the chest, inflicting 1-6 hp damage each (1-3 of these automatically hit the victim). The second chest is locked with a complex padlock (−15% to pick), and on its lid is inlaid a gold trident. Within the chest are a small sack and a golden statue of Poseidon (1,400 gp). The sack holds seven moonstones (worth 50 gp each) and 10 pp. See the notes to area 5C if the dead pirates are questioned by magical means.

5K. The door to this room is open. The first chest is open and empty, while the second is locked. It contains 10 coral pieces, a locked coffer, some worthless but pretty seashells, and four seal pelts (4 gp each). The coffer contains three books and a scroll, all soaked but still barely readable. The books are on such topics as sea monsters, astrology, and seashells. The scroll is of *protection from breath weapons, non-dragon.* Because the ink has blurred from immersion in salt water, there is only a 25% chance that the spell can be read from the scroll. Even if the spell is read, there is a 75% chance that the spell goes bad.

5L. The door is open and nothing of value is located in here. The deserted room does, however, contain a large air pocket which will sustain one PC's life for one day, or up to four characters for six hours each.

6. Mess Hall. This large area at the aft of the level was also the commons area for the pirate seamen. The door to it is open. Around the room are five large tables and several chairs (some broken). Scattered on the floor is a total of 12 pp, 81 gp, 44 sp, several soggy decks of playing cards, and three pairs of dice. Attached to the forward wall are two large, hollow benches. Their

unlocked lids may be lifted to reveal many brooms, mops, and rags. Hanging from the ceiling are lanterns, and on the aft wall are more benches. These, too, are hollow; they contain eating utensils and mugs.

Inhabiting the room is a 40′-long **giant marine eel** (AC 6; MV 9″; HD 8; hp 61; #AT 1; Dmg 4-16; SA electrical discharge; AL N).

7. Kitchen. The door to this room is unlocked. At the bow of the room are three wood-burning stoves made of steel, with vent pipes that lead the smoke out of the ship through room 1 on the first level. Scattered around the floor are many pots, pans, and ladles. A large shelf unit with sliding doors dominates the middle of the kitchen. On the shelves are many broken plates, cooking pots, and utensils. At the fore of the room, a ladder leads down to the cargo holds below.

Cargo Holds

8. Kitchen Supply Hold. The door to this room is locked. Within, scattered kegs, barrels, and crates lie about in disarray. Some of the kegs are still filled with fresh water, ale, and wine. The barrels that have not broken open contain dried (now soggy) fruit, grain, nuts, and salted meats. In the crates are jars of spices and seasonings, ruined and worthless from contact with the sea water. One crate contains cut logs. A piece of the coral reef has punctured the southeast corner of this room. The hole, however, is not large enough for any but the smallest creatures (1′ in size or less) to enter.

9. Shipping Supply Cargo Hold. The door to this area is locked. This is now the lair of the wereshark (see Bluewater Cove area 1). The room still retains some of its original contents: one spare anchor, two dozen ballista bolts, some woodworking equipment, a stack of wooden planks, a bucket of nails, 15 iron spikes, a 20′ coil of rope, extra sails, cloth, two 10′ ladders, and several grappling hooks. A gaping hole in the hull allows the wereshark and his five hammerhead guards (see "The *Phantom*") access to the hold. Under the wereshark's control, the hammerheads attack any intruder.

10. Cargo Hold. DANGER is inscribed in large letters on the locked door to this room. The door was made airtight with a tar seal. If the PCs can get to the other side of the door without opening it, they find that the only object in the room is a glass ball, 8′ in diameter and filled with churning water, mounted in the center of the room. If the door is opened, however, water rushes in to flood the room, pushing the ball into the far wall where it cracks open, releasing a very hostile **water elemental** (AC 2; MV 6″//18″; HD 16; hp 86; #AT 1; Dmg 5-30; SD +2 or better weapon to hit; AL N). It is very difficult to see and fight the elemental underwater (−4 penalty to hit). The elemental was originally conjured and entrapped here by the ship's wizard. If released from its glass sphere, it becomes completely uncontrollable and flees after three rounds of attacking everyone near it.

11. Weapons Hold. The door to this hold is locked. Inside, the walls are lined with shelves and hooks containing the following weapons: 300 daggers, 150 dirks, 150 short swords, 50 long swords, 200 spears, 700 crossbow bolts, 100 sabers, 20 tridents, 50 harpoons, 40 clubs, and 50 heavy crossbows. Of these, some are magical: 10 *daggers +1,* three *dirks +1,* four *short swords +1,* 15 *spears +1,* 40 *bolts +1,* 20 *bolts +2,* 10 *bolts +3,* a *trident of warning,* a *long sword +1, +4 vs. undead,* a *cursed long sword −2,* a *harpoon +2,* and a *short sword of dancing* with an intelligence of 14, an ego of 7, chaotic-good alignment, the ability to *detect invisible objects* in a 10′-radius, and *x-ray vision* (40′ range) usable for one turn two times per day. The *sword* can speak the common tongue and its alignment language. All normal wooden items here (like crossbow bolts) have begun to warp and are useless. Magical items are still of use.

12. Treasure Hold. The door is locked and bears a *symbol of fear* on the outside. Inside this room are many wondrous treasures of gold and gems. Fourteen locked chests, 28 sacks that have spilled their contents onto the floor, and many loose coins are scattered about the room. The coinage consists of 8,142 pp, 42,336 gp, 33, 994 ep, 49,752 sp, and 48,215 cp. Mixed in with the loose coins are 115 gems (15 × 5,000 gp, 25 × 1,000 gp, 75 × 100 gp).

The rest of the treasure found in the chests and loose on the floor consists of: five gold statues of various sea monsters (1,500 gp each), a diamond necklace (3,000 gp), 15 gold rings set with precious stones (500 gp each), a *ring of blinking,* a *ring of chameleon power,* 14 gold chains (100 gp each), two ivory tusks (50 gp each), a belt jeweled with star rubies (5,000 gp total), a gold goblet (75 gp), 12 tarnished silver goblets (10 gp each), a suit of *plate armor +2,* a platinum tiara set with sapphires (8,000 gp total), a *shield +3,* a giant otter pelt (4,000 gp), an *alchemy jug,* a *staff of striking* (20 charges), a *stone horse* (courser), a *horn of fog,* and a stone tube containing a *cursed* scroll that turns the reader to stone unless a save vs. petrification at −2 is made.

This large a quantity of coinage and treasure will be difficult to remove to the surface, and it will definitely require more than one trip to retrieve it all unless magic is used.

13. Wizard's Workshop. The door to this room is *wizard locked* (at the 15th level), and a *symbol of pain* is set on it. The room is in great disarray. Unlike other rooms on the ship, only a single piece of furniture, an 8′ × 8′ oak table has been secured to the floor. The rest of the furniture — two small, round-topped tables; a pine wood bench; two oak chairs; some shelving; and three latched cabinets — are scattered about the room. Four dead bodies, apparently slaves, lie half hidden among piles of burlap beneath the oak table. The floor is littered with shards of broken glass that formerly were pieces of laboratory equipment: bottles, flasks, glass tubes, jars, crucibles, decanters, and dishes.

The dead "slaves" are actually **juju zombies** (AC 6; MV 9″; HD 3+12; hp 33, 26, 23, 22; #AT 1; Dmg 3-12; SA attack as 6 HD monster; SD +1 or better weapon to hit; AL NE) which arise and attack any creature that enters the room.

The first cabinet is filled with more pieces of broken glassware. The second cabinet contains many spell components and ingredients. The third cabinet is locked and *fire trapped.* Underwater, this trap creates only steam and bubbles; those within normal range are stunned for one round. When the cabinet is opened the PCs find a *wand of flame extinguishing* (16 charges), a *bag of tricks* (type 6-8), a *crystal ball,* and three ruined spell books from which all the ink has dissolved.

14. Jaggertooth's Secret Hold. The door to this small compartment is a 3′-high wall which slides to the right. On the back wall of this confined area, a large key ring bearing the keys to every door on the ship hangs on a peg. A locked, trapped chest holds a gold model of the *Phantom* (worth 30,000 gp) and a gold representation of its skull-and-crossbones flag. The skull and bones are inset in black sapphire (total worth 20,000 gp). When the chest is first opened, poison gas bubbles through the water, affecting all within a 10′-radius hemisphere around the chest. Contact with the gas bubbles causes death unless a save vs. poison is made. The gas displaces the top 5′ of the entire room and remains for three turns before it dissipates and the room refills with water.

Threaded among the keys on the key ring is a *ring of water elemental command,* which is activated when the wearer strikes a water elemental in combat.

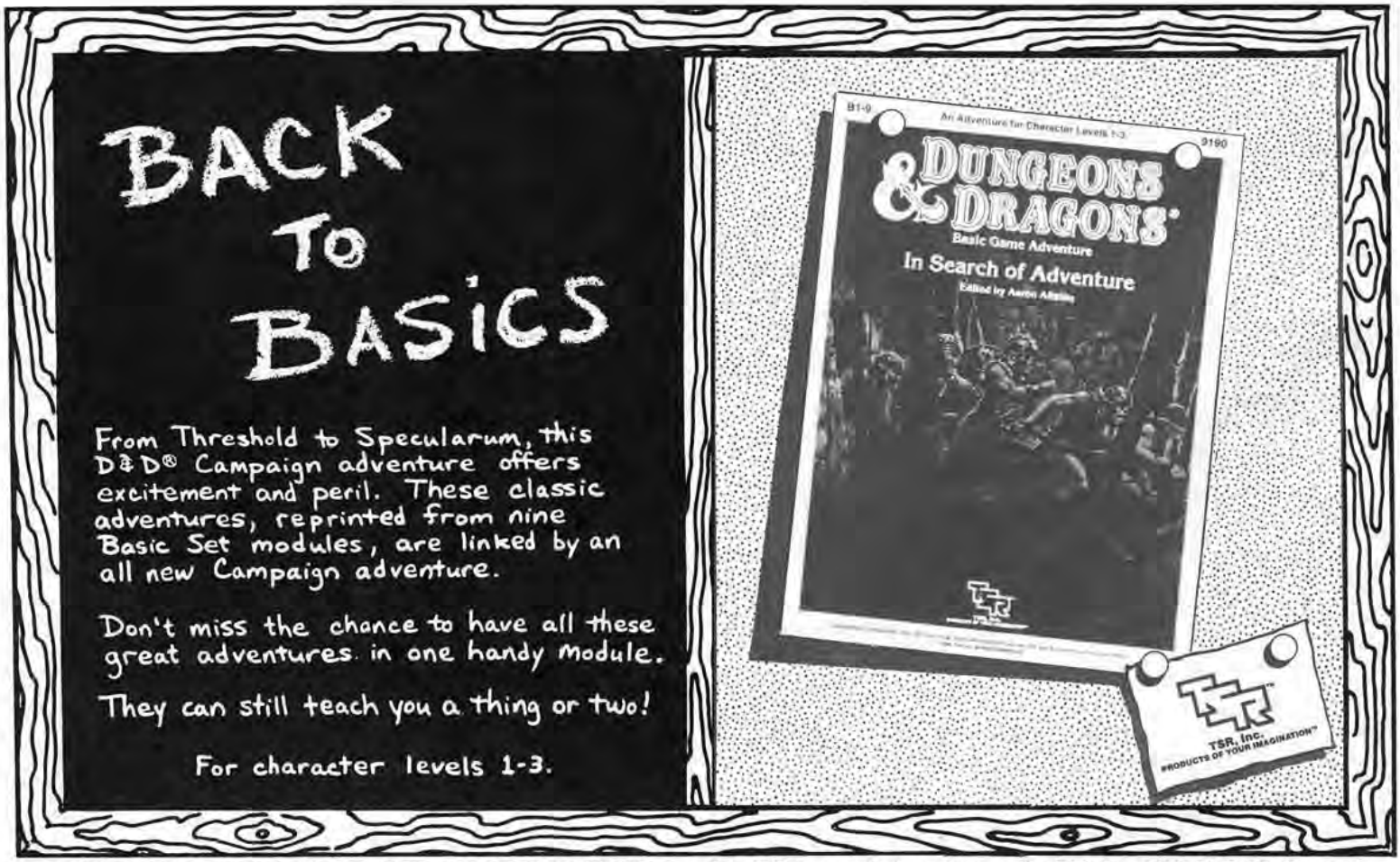
The model ship and flag in the chest are both *cursed* items. Whoever keeps the ship can never travel aboard any vessel on the water. If an attempt is made to board a boat or ship, the PC is forcibly thrown away from the vessel with no saving throw. Whoever keeps the golden flag can never do damage to the undead, and all attacks against him by undead do double damage. The only way to remove these *curses,* short of a *wish,* is to leave these items in the chest in the *Phantom.*

Concluding the Adventure

The mayor of Bazyte cheerfully imposes a 5% treasure tax on the value of all treasure the PCs managed to retrieve. The PCs are then free to go about their business.

If the wereshark (Old Ben) was killed, the untended lighthouse beacon goes out in six hours. The townspeople, especially seamen, become anxious for the well-being of Old Ben, who is usually very responsible in his duties, and investigate the lighthouse within 24 hours. If the adventurers have been seen to visit Old Ben within the past few days, they are immediately suspect and must do some fast talking to avoid being lynched by the townspeople.

If the DM has incorporated this scenario into his or her campaign, Bluewater Cove could become a place for future adventures. If any of the cove encounters were not explored by the PCs, these could easily become additional adventures. There are also many other sunken ships within the cove that could contain treasure. In addition, the demise of the wereshark leaves a good opportunity for other monsters to inhabit the cove and threaten the village of Bazyte.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WHITE DEATH

BY RANDY MAXWELL

White dragons are small and easy to kill — aren't they?

Artwork by Jim Holloway
Cartography by Diesel

When Randy Maxwell's parents returned from a visit to England in 1979, they brought him a rather colorful box (costing 7 pounds 50 pence) containing a blue rule book, a module with a pale green cover, and a set of the strangest dice he had ever seen. Randy had discovered the basic D&D® game set. It was love at first sight, and he has enjoyed playing it ever since. In between role-playing and writing adventures, Randy is working on his master's degree in behavioral science. This is his first publication in DUNGEON™ Adventures.

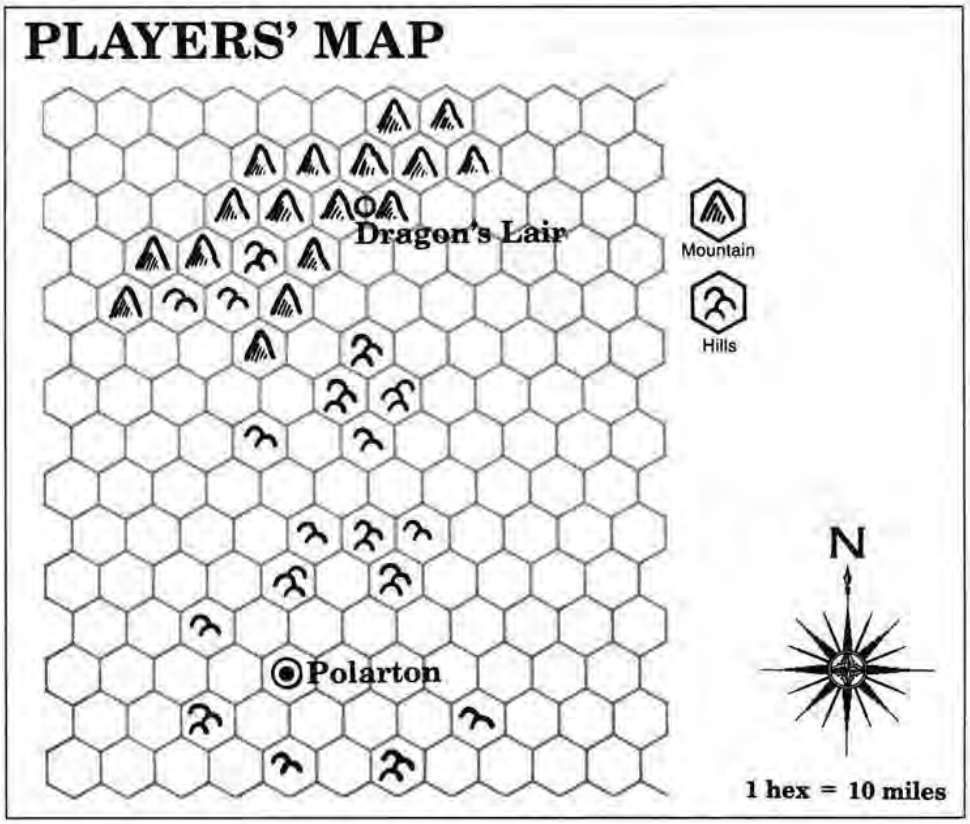
White Death is an AD&D® game module for use by 4-8 player characters from 4th to 7th level. The PCs should be of varied classes, with at least one fighter and one cleric in the party. DMs are advised to reread the section of the *Monster Manual* pertaining to dragons (pages 29-31) and the specific information on white dragons (page 34).

Names of towns and areas can easily be changed to fit an existing campaign. With a little effort, in fact, the entire adventure can be converted to be suitable for D&D game play. If this scenario is used in a DRAGONLANCE® AD&D game, the following changes must be made to the setting and background. The white dragon is assumed to have left the White Dragonarmies south of Tarsis in order to loot and pillage on its own. It may even have slain its Dragon Highlord and be outlawed from its own forces. The scenario takes place on the glacier near the Ice Wall. Additionally, on Krynn, the polar regions in the main campaign are to the south. All north-south and east-west directions should be reversed.

Characters should be adventuring near arctic regions before entering this scenario. If they are elsewhere, the DM should give them the opportunity to hire on as guards for a wagon train of fuel and foodstuffs bound for Polarton. The wagon drivers inform the PCs of a horrible white dragon ravaging the countryside around Polarton, and the 5,000-gp bounty on the dragon's head. If the PCs are already adventuring in the arctic, passing trappers and hunters inform them of the dragon and the bounty.

For the Dungeon Master

Polarton is a fur-trading center in the far north. Trappers and hunters bring in their furs and skins year round to sell to buyers from the south. While



Polarton is a wild and wide-open town on the very edge of civilization, it is also a thriving community, with town council meetings and monthly militia drills. Inns, taverns, and shops of all kinds are available in Polarton. The town militia is adequate for keeping order, quelling minor brawls, and keeping the rowdier elements of the community from taking over. The town is rustic in the extreme, but the basic amenities of life can be found at twice the usual price. Weapons and armor can be bought or sold at three times the prices listed in the *Players Handbook.*

A year ago, a white dragon came out of the mountains north of Polarton, attacking trappers, driving off game, and marauding as it pleased. The dragon is seriously affecting the financial stability of the town. Therefore, the town council has placed a 5,000-gp bounty on the dragon; as yet, no one has collected. It is common knowledge that the bounty, and the services provided by Polarton to help adventurers collect, are negotiable. PCs can pick up this information from locals in various inns and taverns.

The DM should act out the part of the Polarton town council to negotiate the actual bounty and amount of assistance the town gives the PCs. The council supplies a map showing the location of the dragon's lair (Players' Map) and relates all the rumors and information it has concerning the dragon, as follows:

—It is a huge, ancient dragon. (False)
—The dragon uses magic. (False)
—It was once subdued and still wears a collar from its former captivity. (True)
—Frost giants guard its lair. (False)

The town council has no way to verify the accuracy of these statements and informs the PCs that these are only rumors.

Polarton supplies all needed equipment (ropes, poles, rations, etc.) or supplies baggage carriers and guides, but not both. PCs must either purchase their own supplies or hire their own guides and bearers. In either case, the party must deposit sufficient funds with the council to cover the cost of equipment and payment for bearers and guides. This refundable deposit is required to discourage those who would simply disappear with the supplies.

The supply bearers and guides traveling with the party are all 1st- and 2nd-level fighters. Up to eight assistants may be hired. However, they refuse to enter the valley of the dragon, let alone the dragon's lair. Their orders are to guide the party to the lair, not to fight the dragon themselves.

Under no circumstances does the town send ransom or rescue parties to save the PCs. Rescue parties must be hired or ransom paid by the PCs themselves.

The actual bounty on the dragon will not be less than 5,000 gp nor more than 10,000 gp. This depends on how much resupplying the party needs or how many guides and bearers Polarton must pay for. If the party is well equipped and needs only to be guided to the dragon's lair, then 10,000 gp is appropriate. If the party is short of almost everything or wants to take a great many bearers along, use the lower figure.

Unless the PCs specifically ask about the dragon's hoard, no mention of it is made by the council. If the question does come up, the council states quite frankly that the PCs can keep as much as they can carry. The council also informs the PCs that the death of the dragon will invite other treasure seekers, and the council has no way of controlling them.

The council, and indeed the entire town, can offer no magical protection against the cold or the dragon's breath weapon. At the DM's option, the PCs can find one or two trappers in town who are willing to lend a *ring of warmth* or an *amulet of frost resistance,* a huge deposit will be required to insure the item's safe return.

The bounty is paid in full to the surviving PCs when proof of the dragon's death (its head, tail, legs, rib cage, or other identifiable parts) is delivered to the council.

When playing the part of the town council of Polarton, keep in mind that the town has suffered severe financial setbacks caused by the dragon. While eager to be rid of the monster, the council drives as hard a bargain as possible.

Journey to the Lair

The icy hills and snow meadows around Polarton are kept clear of brigands and monsters by the local militia. White dragons do not make good neighbors, so encounters in the dragon's territory are with monsters passing through, not with those defending established lairs. With the map and the guides provided

by the council, PCs should have no trouble locating the dragon.

Roll 1d6 once per game day and consult the following table for random encounters:

1. 1-4 **frost giants** (AC 4; MV 12"; HD 10 + 1-4; hp 57, 50, 40, 30; #AT 1; Dmg 4-24; SA hurl rocks for 2-20 hp damage; SD impervious to cold; AL CE).

2. A **remorhaz** (AC 0 overall, 2 head, 4 underside; MV 12"; HD 9; hp 49; #AT 1; Dmg 6-36; SA swallow whole; SD intense heat; AL N).

3. 1-4 **yeti** (AC 5; MV 15"; HD 4+4; hp 30, 25, 18, 15; #AT 2; Dmg 1-6/1-6; SA hug for 2-16 hp damage; SD impervious to cold; AL N).

4. 1-4 **winter wolves** (AC 5; MV 18"; HD 6; hp 35, 34 25, 15; #AT 1; Dmg 2-8; SA frost breath weapon for 6-24 hp damage; AL NE).

5. 1-4 **ice toads** (AC 4; MV 9"; HD 5; hp 25, 22, 16, 11; #AT 1; Dmg 3-12; SA radiate cold for 3-18 hp damage; AL N).

6. 1-2 **northern bears** (AC 6; MV 12" //9"; HD 8+8; hp 55, 50; #AT 3; Dmg 1-10/1-10/2-12; SA hug for 3-18 hp damage; AL N).

Roll 3d6 and consult the Arctic Weather Table once each day of the PCs' journey. Movement should be considered as through rugged terrain. The table assumes all winds blow from the north. The effects are for any PCs and NPCs in the open. Parties in igloos or ice caves suffer no damage from the cold. The effects of the icy wind are felt by unprotected PCs no matter how bundled up they are. Furs, coats, and capes are no protection against the supremely harsh arctic weather.

Once the PCs have reached the entrance to the valley harboring the dragon's lair (the starred hex), read the following description:

> The valley before you is approximately two miles long and three miles wide. Its walls are high and keep the floor of the valley in constant shadow. The peaks that form the east and west valley walls slope sharply upward, while the southern rim where you stand slopes gently down to the valley floor. The northern wall of the valley appears to allow an easy climb — but directly in the center of the north wall, 100' from the ground and 250' from the ledge above it, is the entrance to a cave.

PCs are not able to see anything in the cave until they actually enter it. If the PCs explore the valley, they find nothing but ice, snow, and dragon tracks. The wind has so scoured the tracks that it is impossible to tell the size of the dragon that made them.

All bearers and guides stop at the southern entrance to the valley and wait there for the outcome of the PCs' encounter with the dragon. Attempting to force the NPCs from Polarton to enter the valley or the lair results in a noisy fight, which certainly draws the dragon's attention!

The Dragon's Lair

The dragon's lair is a great L-shaped cave. Each leg of the L is about 100' long and 50' wide, with ceilings arching 100' overhead. The cave is made entirely of ice, shaped by the natural forces of wind and weather and aided by careful calculations of the dragon. The comings and goings of the dragon have scarred and roughened the floor of his lair, giving excellent footing for PCs.

The cave entrance is only 30' wide and 50' tall. Old and new tracks about the entrance leave no doubt as to the identity of its occupant. If a ranger in the party specifically states that he is examining the tracks, he is able to discover that the dragon is of average size. Other characters know only that the tracks were made by a dragon.

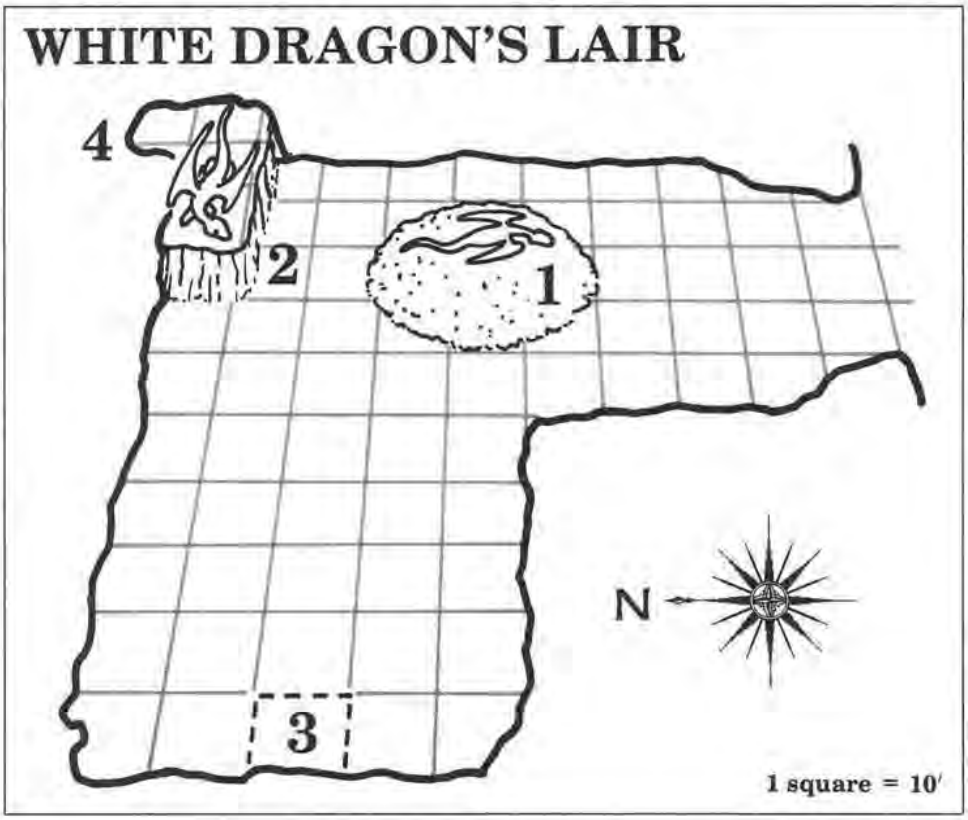
See the White Dragon's Lair map to locate the following encounter areas.

1. Guardian of the Lair. Entering the cave, the adventurers see a low mound, 10' high and 30' wide, in the very center of the cave. The mound appears to be a huge pile of treasure with coins of all types scattered about. Large pieces of jewelry are plainly visible. Halfway up the mound, the PCs see a great two-handed goblet made of silver or platinum. From inside the goblet, small flashes of colored light hint at the

Arctic Weather Table

Roll	Wind	Explanation/Effect
3	Calm	Calm conditions last a full 24 hours. Party suffers no penalties.
4-8	Light	Light wind conditions last a full 24 hours. Party is extremely cold but suffers no penalties.
9-12	Moderate	PCs must keep moving or else freeze to death. Rest or inactivity causes 1-4 hp damage per hour.*
13-16	Strong	Movement is slowed to three-quarters normal rate. Rest or inactivity causes 3-12 hp damage per hour.* Movement causes 1-4 hp damage per hour due to strong wind. There is a 25% chance that any spell using verbal or somatic components fails; this is caused when icy blasts strike the spellcaster, causing involuntary movements and verbalizations ("ouch!"). Strong winds last for 12 hours, reducing to moderate winds for the rest of the day.
17	Gale	Movement is slowed to one-quarter normal rate. Chance of spell failure due to icy winds is 50%. Rest or inactivity causes 5-20 hp damage per hour. Movement during gale-force winds inflicts 3-12 hp damage. Gale lasts six hours, reducing to strong winds for the remainder of the day.
18	Blizzard	Movement is impossible. Inactivity causes 10-40 hp damage per hour. Chance of spell failure is 75%. Blizzard conditions last for only four hours, reducing to strong winds for the rest of the day.

* DMs may wish to add further penalties, such as negative dexterity adjustments, encumbrance modifiers, etc.



gems that might be found there. On top of the mound, with eyes closed, wings folded, head at rest, and claws curled catlike beneath it, lies a huge, ancient, white dragon.

The huge, ancient dragon is dead, having died in its sleep some 200 years earlier. It has been kept in pristine condition by the frozen climate and the attentions of the live white dragon actually living in the cave. The dead dragon is a trap; if the PCs fail to investigate thoroughly, they will waste spells and effort attacking it. PCs will realize the dragon is dead only if they test the fact by shouting, throwing objects, or attacking the dragon. Any hit scored on the dragon by spell or weapon immediately reveals the dragon is dead.

It is important for DMs not to deliberately mislead the PCs concerning the dead dragon. When asked what the dragon is doing, the DM should reply, "Nothing." Respond carefully to players' questions; never say that the dragon is sleeping, instead qualify your statements with "The dragon appears to be. . . ." Players cannot then complain that they have been deliberately fooled.

The mound of treasure is as bogus as the dead dragon, being mostly made up of ice and snow covered over with nearly 12,000 cp. Many of the copper pieces were painted by past captives of the dragon with gold and silver paint, and from a distance of 5' or more are passable as the real things. The jewelry pieces are all worthless paste imitations of real jewels. The two-handed goblet is actually made of silver-painted wood. The sparkling gems hidden in the goblet are nothing more than bits of colored glass. The entire mound of treasure is worth no more than 65 gp. Here again, it is important not to mislead players. The DM should use the same wary phrases when describing the treasure as when describing the dragon. If players complain, point out after the game that the dragon and the treasure really did look real; they were deliberately made to look that way by the live dragon using the cave.

2. The Real Thing. There is another, livelier occupant in the cave. **Frostomulus** is an average-sized, old, white dragon (AC 3; MV 12"/30"; HD 6; hp 36; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon, fear aura, save bonuses; AL CE). While he is able to speak, he does not have the ability to use magic.

Frostomulus was subdued as a very young dragon and sold to a traveling circus, where he spent nearly 20 years performing all manner of undignified tricks. He escaped as a young adult. Now, 185 years old, he still wears the hateful collar as a reminder of his imprisonment. From that captivity, the dragon learned the following languages: common, elvish, dwarvish, halfling, orcish, and gnome. The memory of life in captivity burns like a fire in Frostomulus. Any party of adventurers unfortunate enough to try and subdue him again is in for a surprise. Subduing blows hitting Frostomulus automatically fail, and instead cause him to fly into a berserk rage, giving him +1 to hit and +1 hp per die of damage on all attacks against the party (excluding use of his breath weapon).

Within the cavern, the dragon's tactics are fairly straightforward. He waits on his ledge at the northernmost point of the cave, 50' above the floor. From here, the dragon watches to see what transpires with his dead "companion." If the PCs attack the dead dragon, Frostomulus waits until the assault is finished, then attacks the party. Due to his silent gliding approach, the PCs are surprised on a roll of 1-3 on 1d6. The dragon choses the strongest-looking member of the party and attacks using his claws and teeth. If, after three such attack sequences, he has failed to score a hit with claw or bite, he uses his breath weapon. If he does score a hit, the dragon continues the claw/claw/bite sequence. He presses his attack until he has been reduced to 27 hp or less, then flees out the cave mouth in a single round and flies away. He returns later to harass the party when it attempts to return to Polarton.

If the party is not fooled by the dead dragon, Frostomulus leaps down from his ledge and attacks the nearest PC with claws and teeth. Whether the attack hits or misses is then unimportant to the dragon, who attacks the party members twice at random using his breath weapon. After this, he escapes out the cave entrance and flies away to return later. During this attack sequence, the DM may roll for initiative with a +1 bonus (due to ferocity) for the dragon. There is only a small chance of the PCs seeing Frostomulus on his ledge before his attack, because

of natural and purposeful camouflage. If the PCs have a chance to see the dragon before it attacks, treat the chance of detecting him on his ledge as if the dragon were *invisible* (see the *DMG*, page 60; magical devices or spells revealing *invisible* opponents are also effective).

In the wilderness, the dragon's tactics vary with the weather. If the weather is extremely bad — gale force winds or stronger — the dragon ceaselessly attacks the party until he is reduced to 12 hp or less. If the weather is in the PCs' favor, with strong winds or less, the dragon uses hit-and-run tactics. By picking off stragglers, swooping in to blast the party with his breath weapon, and attacking sentries at night, the dragon makes the journey back to Polarton as difficult as possible. Frostomulus does not stupidly fight to the death. At all times, the dragon attempts to do as much damage as possible, then make a quick escape.

If PCs attempt to bargain with the dragon, the DM should play it to the hilt. The dragon is thoroughly evil and keeps no agreements with the PCs. Players who complain about the dragon attacking their PCs after an agreement was reached should be gently reminded that the dragon is chaotic evil and under no obligation to honor the terms of any agreement.

If the party reaches Polarton, the dragon returns to his cave, to heal and plan his revenge on the town.

3. Treasure. The dragon's treasure can be found in the westernmost part of the cave. PCs must search the floor of the cave in that area to notice that the extreme western edge has no dragon tracks or marks. If the PCs dig down 15' through the ice and snow there, they find the dragon's treasure. The trove contains 10,810 cp; 7,400 sp; 2,000 ep; 5,000 gp; and seven gems worth 5,00 gp, 2,000 gp (×2), and 1,000 gp (×4). Also buried there are two pieces of jewelry: a diamond tiara (8,000 gp) and a ruby necklace (2,500 gp). If the PCs dig through the mass of coins, they find a wooden scroll tube containing a magic-user scroll with two second-level spells of the DM's choice. At the very bottom of the treasure pile are two potion bottles (containing potions of *treasure finding* and *extra-healing*.) The PCs are unable to use the potions or even discover the types of potions they have found until the liquids have thoroughly thawed. The potions are frozen solid, and any attempt to chip off a piece of frozen potion for testing results in the shattering of the container, permanently ruining the potion.

4. Alcove. An alcove at the back of Frostomulus's sleeping ledge conceals a small chest that contains 500 gp and a small leather bag holding a *candle of invocation* and a *pearl of wisdom*. PCs can find the alcove only by climbing up to the ledge. The walls of the cave should be considered smooth and slippery for climbing (see the *DMG*, page 19).

Return to Polarton

If the PCs make it back to Polarton, the entire town gives them a heroes' welcome. PCs notice a well-equipped NPC adventuring party or two awaiting word on the state of the dragon and his hoard. If the dragon is dead and any treasure still remains in the dragon's cave, these parties set out immediately to claim it.

If the PCs supply proof the the council that they have killed the dragon, the council immediately pays the agreed bounty. The council also returns all equipment deposits to the PCs, then declares a holiday, holding a feast in their honor at which the PCs are made citizens of Polarton and honorary council members.

If the PCs return to Polarton and tell the council they have not killed the dragon, but merely stirred its wrath, the council declares them to be outlaws and gives them just one hour to get out of town or face the gallows. The party is never welcome in Polarton again, either collectively or individually.

Of course, a dishonest party may attempt to use the head of the dead dragon as proof of killing the live one. Be sure to take careful note of any good-aligned characters who go along with such a ruse. Good-aligned characters should definitely speak up against such a deception, and lawful-good characters should threaten to expose the scheme. If players attempt to use a bogus noggin to collect the bounty, Frostomulus attacks Polarton just as the money is changing hands.

Concluding the Adventure

If the players enjoy arctic adventuring and wish to continue, there are plenty of scenarios that can be set up. Polarton and its environs have been left deliberately vague so DMs may expand the area any way they please. Polarton may have other bounties to offer for troublesome frost giants, a yeti, or something strange and horrible found frozen in a cave that suddenly comes to life when defrosted. A wealth of rare items can be found only in the arctic: remorhaz eggs, snow flowers, black ice, and any number of exotic ingredients for potions and arcane magics.

The DM may wish to include a map in the dragon's hoard so players can find yet more treasure in the icy waste, using Polarton as a base of operations. Or, with the dragon dead and pockets jingling pleasantly with bounty money, the PCs may return to warmer lands and to yet another adventure.

MOVING?

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BRISTANAM'S CAIRN

BY JOHN NEPHEW

You never know what you'll find under a big rock.

Artwork by Jeff Butler
Cartography by Colleen O'Malley

Almost coinciding with the publication of this adventure, John will be graduating with highest honors from Duluth Cathedral School, concluding an active and diverse high school career. He will be postponing "the real world" for at least four more years by attending Carleton College in Northfield, Minn. This is John's third appearance in DUNGEON™ Adventures, and we have two more of his modules waiting in the wings. Will college slow him down? Somehow, we doubt it.

Bristanam's Cairn *was originally scheduled to appear in* Adventure Pack I *(I11). We managed to finagle it away so that DUNGEON™ Adventures readers can have a preview of the short adventures collected for this anthology.*

Bristanam's Cairn is an AD&D® game adventure designed for a party of 3-5 characters of 8th to 12th level. As the adventure begins, the PCs are on a journey through temperate, wilderness hills — perhaps toward a destination of importance in the ongoing campaign, or they might merely be wandering in search of heroic opportunities.

Adventure Background

When the day began, the weather seemed ideal for your trek across the wilderness hills, but the sky has since become less benign. Threatening clouds race from the horizon to obstruct the sun's rays. A storm of considerable stature is brewing, and it would be best to find shelter.

Unfortunately, this area of the hills is quite desolate, with little vegetation taller than shrubs and bushes. You scan the terrain for any sign of habitation — and in the northeast, you see a rising curl of smoke. Even as you travel toward the source of the smoke, the rain begins to fall — first a gentle rhythm on metal helmets, then a heavy downpour driven by the biting wind.

A dark shape looms in the tempest. It is a mound of stones with no clearly evident purpose, and you have not the time to contemplate it. Some stones lie apart from the rest, in neat piles. On the other side of the mound of stones is a small cottage briefly illuminated by a flash of lightning. It must be the source of the smoke. Perhaps here you will find welcome and comfort.

Shonrath's Cottage

When the PCs knock, the resident of the little building, a hermit named Shonrath, comes to the door. He is a middle-aged man of medium height and build, with green eyes and graying brown hair, wearing a robe of coarse brown cloth. He promptly offers hospitality to the bedraggled travelers. If the PCs accept Shonrath's offer, he leads them inside.

Shonrath: AC 4; MV 12"; CL5; hp 22; #AT 1; Dmg by weapon type; S 14, I 12, W 16, D 15, C 13, Ch 12; AL LG. Shonrath has a small shield, a horseman's mace, *bracers of defense AC 5*, and an *amulet of proof against detection and location*. He knows the following spells: *cure light wounds* (x2), *magic stone, purify food and drink, sanctuary, aid, dust devil, know alignment, silence 15' radius, spiritual hammer, locate object.*

The cottage is a mere 15' square, constructed primarily of stone and sod. The door through which you enter, apparently the only one, is on the eastern end of the south wall.

The smells of rabbit stew and burning peat fill the air as you come through the portal. A warm fireplace is in the middle of the west wall, and suspended over the flames is a small pot. A three-legged stool sits to the south of the fireplace, in front of a stack of peat fuel blocks.

Your weary gaze quickly absorbs the rest of the room: a bed to the right of the fireplace, covered with a grayish-brown wool blanket and several fur pelts, and a table at the foot of the bed, holding a lit wax candle. Along the east wall are wooden pegs, from which hang thick cloaks, sturdy hunting weapons, and a hooded lantern. To your left, along the south wall, are a table and several crates, barrels, and bottles — food and drink, apparently. On the earthen floor beneath the table are pots, pans, and cooking utensils. An unlit tallow candle is on the table.

Shonrath, your host, gestures toward the fire and invites you to warm yourselves. "I wasn't expecting guests," he apologizes, "but I'll see if I can't find something for you to eat. In the meantime, there's some stew left in that pot over there, if anyone would care to have some."

The hermit finds some bread, dried meat, and a skin full of mediocre wine, and these are offered to the PCs. While the PCs dry themselves and eat, he is busy clearing things aside for their bedrolls. He hopes that they have something to sleep on; otherwise, there's only the dirt floor — but at least it's dry. He lets his guests use the pelts on his bed, but there aren't many.

Once things are squared away with regard to eating and sleeping arrangements, Shonrath and the PCs have an opportunity to learn something about each other. Shonrath is delighted to hear anything about the civilized world, be it the PCs' adventures, who now rules what country, or who has been involved in recent wars.

If the PCs mention the pile of stones outside, Shonrath is happy to relate the cairn's history. It was built in the dim past, a burial monument for a great paladin and chieftain named Bristanam, who ruled these hills in an age when they were more densely populated. His rule was righteous and just, but the people became lazy in their prosperity and security. When other, less successful tribes coveted and sought to pillage the land, the people hired mercenaries for defense. Bristanam found himself defending the homeland with an army of foreigners who were no more civilized than the invaders. The paladin was killed by mutinous mercenaries, and while dying he is said to have turned to evil and *cursed* the complacent people who would not even defend their own land. Bristanam was buried by mercenaries who had remained loyal, and they erected the cairn; the piling of stones over a grave was their custom. Bristanam's was, ironically, the first cairn in these hills, but many followed as the mercenaries conquered their former employers.

When it comes to his own past, Shonrath is quite reserved. He explains only that he chose to be a hermit as repentance for a transgression against his deity. He gives no particular reason for choosing this place for a hermitage, apart from its isolation.

For the Dungeon Master

The full story is a bit more complicated. Because of his *amulet of proof against detection and location*, PCs attempting to read Shonrath's mind (using *ESP* or the like) will not be successful. The following information may be learned as the adventure progresses or at its conclusion, but at this point it's for the Dungeon Master's eyes only.

Shonrath's transgression against his deity was very serious, for he was almost converted to the service of the powerful and wicked demon prince Demogorgon. In the end, Shonrath remained faithful to his deity and lawful-good alignment, but the affair did not leave him unscathed. Becoming a hermit was his voluntary penance, but this particular location is a result of Demogorgon's will. The demon prince had doubly *cursed* Shonrath.

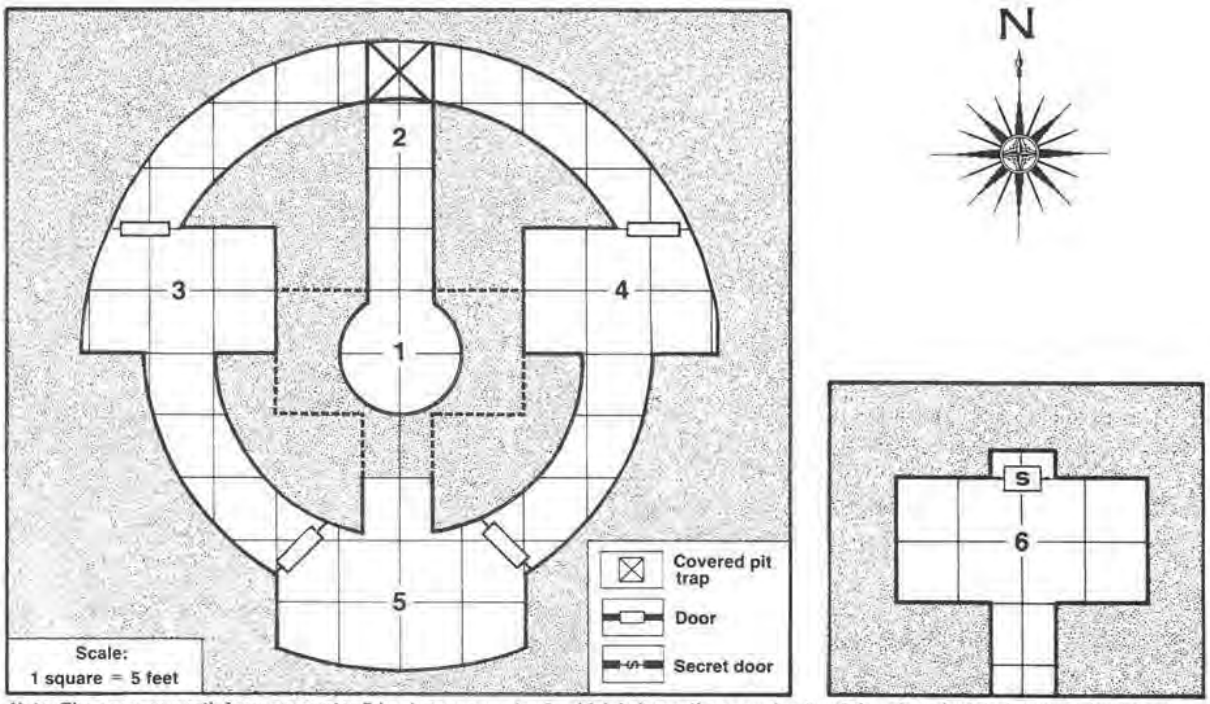
The first *curse* is that Shonrath must remain in this area. Any time he tries to leave, he always finds himself back at the cairn after traveling no more than a league. This *curse* applies not only to Shonrath but to anyone traveling with him. The PCs will have no trouble leaving the region provided they don't take the hermit with them.

The second *curse* split Shonrath's personality. His first personality, with which the PCs initially interact, is in control from noon to midnight. He is his original self, normal and rational, at these times. The alter-ego, active from midnight until midday, believes himself to be a descendant of the long-dead Bristanam, and he is trying to free the entombed paladin. The first personality is aware of the second's existence and knows also that Demogorgon made Bristanam into an undead creature of terrible power: a death knight. As a result, every night Shonrath starts to tear down the cairn, believing himself to be liberating his trapped ancestor; and every day he builds it back up, knowing that he must do so to prevent the dormant death knight from being unleashed upon the world.

Shonrath knows that he is quite literally trapped by the *curses*. He suspects also that he is fated to release the death knight, which would almost certainly result in his own death. He has spent years of his life putting off what might be the inevitable. The arrival of the adventurers — powerful PCs with a lot of curiosity — is a catalyst for the situation, as will be seen. Shonrath's secret hope is that the PCs have the courage to face Bristanam's might, and the strength to overcome it.

(Note: Because the *curses* were bestowed by as powerful a being as

BRISTANAM'S CAIRN



Note: The passage north from encounter 5 leads to encounter 6, which is beneath encounter 1 and therefore depicted separately; dotted lines indicate its location on the main map.

Demogorgon, they are not susceptible to a PC's *remove curse* spell.)

At about 11:00 P.M., Shonrath begins hinting that he'd like to go to bed and it would be nice if the PCs might also, for they must be *very* tired after their long day. He has no desire to change personalities in front of the PCs. If the PCs are stubborn and want to stay up, despite their host's wishes, Shonrath may become irritable and on the verge of rudeness.

By 11:30 P.M., the storm has passed. If Shonrath doesn't get the PCs to go to bed within the next 15 minutes, he excuses himself to go for a walk — alone — and he is adamant on that point should a PC wish to accompany him.

Shonrath changes to his alter-ego at midnight and begins anew his task of taking apart the cairn, stone by stone. If the PCs have gone to sleep, one or more of them awaken in the night and note the following:

> You peer outside. A light flickers by the cairn — a lantern. A figure is working there, removing the stones one by one and placing them in neat piles. When the figure nears the lantern, his face becomes illuminated, and you recognize him as the hermit, Shonrath.

If approached and questioned, the hermit explains that his ancestor is trapped in the cairn. Every night, Shonrath starts to tear down the cairn, but he never finishes the task, and the next night it is always built back up. As he speaks, he continues to work. He ignores further questions from the PCs; if they stand around for a few moments, he asks them to help out. He certainly mentions that there is treasure under the cairn, and the PCs can have it all. All that Shonrath is interested in is his "ancestor."

If the PCs do not take advantage of the opportunity (unlikely, knowing the temperament of adventurers), Shonrath continues his work well into the morning, when he has a meal, returns to bed, and changes personalities again. That afternoon, Shonrath rebuilds the cairn, as usual. If for some reason the PCs are still around the next night, they have another chance to venture beneath the cairn.

If the PCs decide to help Shonrath, the cairn is soon dismantled, exposing a flat, heavy stone. The hermit tries to move it himself, but success requires a full turn of work by at least four characters with minimum strengths of 10 each.

> Exerting considerable effort, your combined efforts manage to slide the stone slab aside. A black hole in the ground is revealed. Shonrath brings over the lantern and peers in. Indicating for you to follow, he lowers himself into the ground.

The PCs must now decide whether or not to follow the hermit. If PCs do enter, they find themselves in encounter area 1 of the earthen dungeon, the circular chamber.

If they choose to leave Shonrath to explore on his own, it is not necessarily the end of the scenario. The DM may decide that Shonrath frees Bristanam (see area 6) on his own, and the death

knight proceeds to slay the hermit and terrorize the region. The adventurers might then face the fallen paladin after all, but without knowing that they were instrumental in his release. (In such a scenario, Bristanam's treasure remains below ground, susceptible to grave robbers and NPC adventurers.)

Beneath the Cairn

The dungeon beneath the cairn, like the cairn itself, was built by Bristanam's loyal mercenaries. The walls and floors of the rooms and passages are of earth, and the ceilings are made of wood. Because these hills were once bogs, the earth is in fact peat. This material holds its shape better than plain dirt, but it also holds a great deal of water. When dried, it makes an excellent fuel (PCs might remember it from the supply in Shonrath's cottage). PCs must exercise caution, therefore, in using spells that create a great deal of heat and fire. Such spells vaporize the water in the peat, creating steam (no damage, but it clouds vision for 1-4 rounds). The ceiling has an 80% chance of collapsing if the wooden beams are warped, cracked, and burned by heat or fire. There is a 20% chance of the peat itself catching fire, but because of the limited oxygen supply, it won't burn for long (10-40 turns). PCs, however, will find hot, smoky air and the danger of suffocation a severe problem as they compete with the flames for the precious gas. For details on the effects of fires, smoke, and oxygen deprivation, see the *Dungeoneer's Survival Guide,* pages 36-37.

1. Circular Chamber

> This is a small, circular chamber, 10′ in diameter. The low ceiling of wooden beams is no more than 5′ above the dirt floor. In the middle of the ceiling is the hole to the surface through which you entered. A solitary passageway leads north out of this room.

There is nothing of interest or value in this room. The floor of the northbound corridor slopes down; by the intersection with the pit trap (area 2), the ceiling is high enough for human PCs to stand up straight.

Be certain that the players define the party's marching order before they proceed from this encounter area.

2. Covered Pit

> Fifteen feet down the corridor, you come to a T-shaped intersection. The passages run east and west.

A mesh of sticks covered with dirt and peat, indistinguishable from other parts of the floor, hides the pit trap at this intersection (normal chances for thieves to find trap). At the bottom of the 10′-deep pit are sturdy, sharp wooden spikes. The first PC in the party (or the front row, if two PCs are walking abreast) falls into the trap, taking 1-6 hp falling damage and 3-6 (1d4 +2) hp damage from the spikes. An attack roll should be made for each spike as if it were a 5-HD monster. Each successful roll vs. the PC's armor class (including shield and dexterity bonuses) results in 1-4 hp damage.

At the bottom of the pit, wedged between two spikes, are the remains of a cloth pouch that rotted away years ago. Scattered about on the ground, among the sharp stakes, lie several coins (3 pp, 14 gp, and 8 ep) and a peridot (worth 500 gp).

The semicircular corridor, to either side of the intersection and pit, slopes down towards the east and west chambers.

3. West Chamber

> This 10′ × 15′ room is filled with human skeletons. You feel a trembling in the ground, and suddenly a huge insectoid head with a pair of glistening black eyes bursts from the floor.

The skeletons are those of the mercenaries who turned against Bristanam and were killed. They were stripped of armor and weapons; those items were placed in the east chamber (area 4). One of the skeletons, however, still wears a *ring of contrariness* on its bony finger.

Large anhkhegs (AC 2/4; MV 12″(6″); HD 8; hp 53; #AT 1; Dmg 3-18 (+1-4); SA squirt acid; AL N) such as the one that lives beneath this chamber, are not so rare in these hills as elsewhere, because the peat ground is such excellent food for them. This particular beast chanced to be burrowing nearby; it detected the vibrations caused by the PCs' footsteps and came to supplement its diet with some flesh.

4. East Chamber. The wooden, northern door of this room appears to be in good condition, despite an infestation of 1-4 ear seekers (AC 9; MV 1″; HD 1 hp each; #AT 1; Dmg special; SA lays eggs in victim's ear, killing host 90% of time; AL N).

> This chamber, roughly 10′ north to south and 15′ east to west, is filled with armor and weapons. Almost all of the items are so rusted and corroded as to be useless and worthless.

These are the arms and armor of the mercenaries who revolted against Bristanam. PCs who search through the rusty heaps find an intact suit of *chain mail +2* and two *javelins of piercing.*

5. Antechamber. Both doors to this room bear *glyphs of warding* facing into the chamber. The *glyph* on the east door causes cold damage, the west *glyph* electrical damage. The *glyphs* each inflict 22 hp damage (or 11, if a save vs. spells is successful). Note that a *glyph* is set off whenever a door is opened from the outside.

> This room is shaped like a curved rectangle, 20′ across and 10′ wide. It is devoid of features or furniture, with the exception of an object in the center of the room: a wooden box. The box is carved from oak. It is very ornate, with complex intertwining designs that picture men, demihumans, dragons, trees, flowers, and countless other figures which are not readily identifiable. There is a lid on the box, but is does not appear to have any sort of lock.

Inside the box is a bejeweled bronze urn containing the cremated remains of Drynmayr, the mercenary lieutenant who led the revolt against Bristanam. Drynmayr was *cursed,* because of his treachery, to become a ghost. The fulfillment of one of two conditions will summon Drynmayr to this chamber: living flesh touching the urn that holds his remains, or a living being exiting Bristanam's chamber (area 6). It is highly likely that the PCs will cause the ghost to appear. If he does, read the following description:

A spectral figure appears to step out of the south wall and begins to materialize. Though it is faint and gray at first, as the apparition becomes clearer and less insubstantial, you can recognize its features. It is a tall man with muscles bulging beneath his phantom armor. The black armor, covering him from head to toe, is of an ancient and ornate style, covered with designs similar to those on the oak box. A great, horned helm encases his head, but strands of a coarse beard escape beneath. A long dirk hangs at his side, and in his hand he grasps an ox-tongue spear. This huge weapon he casts aside; it dissolves into haze. The antique warrior then strides forward, with determined eyes so black they glow with darkness. The vision fills you with a disturbing and intense mixture of awe and terror.

All PCs viewing the ghost age 10 years and flee in panic for 2-12 turns, unless a successful save vs. spells is made or the PC is a cleric above 6th level. PCs above 8th level add +2 to their savings throws. The ghost tries to use a *magic jar* spell, preferably on a fighter or cavalier (or subclass of either), using a 1,000-gp diamond attached to the inside bottom of the urn. If that fails, he proceeds to attack with his aging touch.

If successfully turned by a cleric, Drynmayr disappears. He returns, however, if the proper conditions are again met.

Drynmayr (ghost): AC 0 (8 on Ethereal Plane); MV 9"; HD 10; hp 48; #AT 1; Dmg 10-40 years aging; SA *magic jar*, sight of him causes 10 years aging and flight for 2-12 turns unless save vs. spells is successful, creatures slain by him are forever dead; SD *regeneration* (see notes, below), struck only by silver (50% damage) or magical weapons, subject to spells only if from an ethereal spellcaster; AL LE.

Drynmayr is a special ghost, with unique abilities and limitations in addition to those above. His vitality lies in his bones and ashes; as long as they remain in the bronze urn, he regenerates 3 hp per round. If the ghost is reduced to 0 hp or less, he is temporarily dispelled; after three turns, he reforms. The rejuvenated ghost starts with 10 hp and regenerates 3 hp per round, as before, up to his maximum of 43 hp. There are two ways to effectively destroy Drynmayr. First: If the ashes are dumped out of the urn, he no longer regenerates and can be killed like any other ghost. Second: The ghost is destroyed immediately if *holy water* is poured in the urn onto his remains.

The oak box is in fairly good condition; although not perfectly preserved, it is salvageable, and the designs on it demonstrate skilled, artistic workmanship. It could claim as much as 400 gp from a collector of such items.

The bronze urn containing Drynmayr's bones and ashes is decorated elaborately, with engravings that depict six skeletons with leafy stems twined about them in complex patterns. The skeletons are of silver inlay, and the plants are painted with green lacquer. Each skeleton's eye sockets (12 total) are set with small, delicately-faceted oriental emeralds (500 gp value each). The total value of the urn is 6,500 gp.

In addition to the ashes and bones, six gems (worth 100 gp each) and a silver knife with gold inlay (worth 25 gp) can be found in the urn, along with the 1,000-gp gem on the bottom.

6. Bristanam's Chamber. The passage north from area 5 leads to area 6, which is depicted separately on the map on page 22. Dotted lines on the main map show how area 6 lies below area 1.

Placed in the center of this rectangular, 10' × 20' room is a wooden casket. At either end of it is a heap of rusting metal. The casket itself is decorated in a manner like the smaller box in the previous chamber, but with more elaborate detail. There does not appear to be anything else in the room. There is no exit except the door through which you entered.

The rusting piles of metal were once suits of full plate armor holding long swords, standing guard at the head and foot of the deceased.

The predictable course of action for the PCs is to open the casket; if the PCs don't, Shonrath will. The contents should be of some interest to the PCs.

The casket's lid opens easily. Within are the moldering remains of a corpse, buried in treasure. A brass crown, decorated with silver wire and gems, rests on the faceless skull. Coins, gems, and bejeweled items are scattered about.

While the PCs take inventory of their newly acquired wealth (detailed at the end of this encounter), Shonrath is occupied with his own concerns. He suspects, quite rightly, that the remains in the casket are not those of Bristanam. Therefore, he utilizes his *locate object* spell to discover the real body.

Bristanam is, in fact, in the secret niche behind the north wall. The death knight lies dormant; he is, for all practical purposes, merely a dead body (which is why the *locate object* spell works) until a living hand touches him. This enables the force of undead animation to enter the corpse, a special effect caused by Demogorgon's *curse*.

As you examine the wealth in the casket, Shonrath paces the room, mumbling to himself and making strange gestures. At last he stops by the middle of the north wall. He runs his hand across the peat surface; then, near the floor, he finds a loose piece and pulls it. A section of the wall crumbles down, revealing a secret niche.

Staring out at you from the niche is an upright corpse, one preserved far better than that in the casket. There is no doubt in your mind; this must be the real Bristanam. The paladin wears a suit of white leather armor with silver stitching, a decayed ermine cloak, and a silver-plated, crowned helm set with pearls. His bony hands grasp a long sword — a fine weapon, magnificently decorated with silver inlay and in as good condition as one newly forged.

If allowed to do so by the PCs, Shonrath reaches out with his hand to touch the legendary figure. As a finger brushes Bristanam's drooping moustache, the mummified body shudders. Shonrath steps back fearfully. The paladin's hollow eye sockets darken, then are lit by eerie, supernatural sparks of silver fire. The emaciated hands grip the sword with undead strength.

The death knight immediately attacks Shonrath for at least one round, using his sword as a *vorpal weapon*. This affords the PCs a moment to react and prepare for melee. If not slain by the death knight, Shonrath tries to escape

the melee, helping no one.

Bristanam (death knight): AC 0; MV 9"; HD 9; hp 51; #AT 1; Dmg by weapon (below) +6 (strength); SA +3 to hit (strength), generates *fear* in a 5' radius, creates *wall of ice* at will, *detect magic* and *detect invisibility* at will, can *dispel magic* and *gate* a demon (75% chance of success; see below) twice each per day, can use any of the *power word* spells, a *symbol of pain/fear,* and *fireball* (20d6) once each per day; MR 75% (additionally, a spell is reflected back at the caster if 01-11 is rolled on percentile dice); AL CE.

Bristanam carries an *anything sword.* Before the PCs arrived, it had three charges left. The first charge is used to make it a *vorpal long sword.* The death knight continues to use this weapon to its full potential. For example, he might make it into a *dancing sword* so that it will still fight while he uses his spell-casting abilities.

Bristanam tries to *gate* in demonic aid if facing more than four opponents, and gains a single type II demon (AC −2; MV 6"//12"; HD 9; hp 40; #AT 3; Dmg 1-3/1-3/4-16; SA *cause fear* (as wand), *levitate* (as MU8), *detect invisible objects, telekinese* (3,000 gp weight), *gate* in another type II demon (20% success chance); MR 55%; AL CE).

If he slays the hermit or is hard pressed, the fallen paladin faces the PCs. He utilizes his abilities with cleverness commensurate to his genius-level intelligence. His *fireball* is used only as a last resort, if Bristanam is very low on hit points.

Bristanam's hoard, in the casket, consists of the following: 4,368 cp, 2,496 sp, 804 ep, 627 gp, 388 pp, the brass crown (the four gems set in it are onyxes, and it is worth 250 gp as a whole piece), two bejeweled silver goblets (worth 330 gp each), a gold neck-torc set with two emeralds and 14 lesser stones (worth 3,620 gp), a silver dagger with eight tiny rubies set in the hilt and pommel (worth 825 gp), 22 assorted gemstones worth a total of 4,240 gp, and a *+2 periapt of proof against poison.* The crown that the death knight wears is set with seven large pearls and is worth 2,400 gp.

Concluding the Adventure

After returning from the cairn, the PCs might seek more knowledge about their enigmatic guide, Shonrath. If the hermit is still alive (an unlikely, but possible, situation), he thanks the PCs profusely and gladly answers all of their questions to the best of his knowledge. He is completely freed of his *curse* upon the destruction of Bristanam.

It is more likely that the PCs will have to search the cottage for clues. Under the bed they find a small, sturdy iron box. The key is hidden beneath the fireplace's hearthstone. Inside is what little money Shonrath possessed (an assortment of coins totalling 50 gp in value), a silver brooch of a stag's head with minute agates for eyes (worth 20 gp), and a diary kept by his rational personality. This diary relates the information in the section "For the Dungeon Master." It mentions also that the only living member of Shonrath's family is his brother — by coincidence a paladin. The brother's place of residence is listed, but the information is more than a decade old.

As an expansion on this adventure, the PCs may choose to seek out Shonrath's next-of-kin and inform him of Shonrath's death (if appropriate). It would also be nice to deliver such momentos as the diary, the silver brooch, and perhaps even the hermit's magical items.

GET OUT OF THE DARK.

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U.S. General Services Administration

THE HOUSE OF THE BROTHERS

BY MARK R. SHIPLEY

Old fog giants never die — they just slowly fade away.

Artwork by Roger Raupp
Cartography by Diesel

Mark Shipley is a 23-year-old graduate of Seattle Pacific University with degrees in history and political science. During college, he worked as a writer and copy editor. Seeing The House of the Brothers *in print is the culmination of a nine-year fantasy for Mark. This is his first appearance in DUNGEON™ Adventures, but we hope to see more of his work.*

The House of the Brothers is an AD&D® game scenario for 3-6 characters of levels 6-10. Parties composed of less-experienced players should have higher levels, while seasoned players may be able to handle this adventure with lower-level characters.

This scenario is designed to fit into the WORLD OF GREYHAWK™ Fantasy Setting. It takes place in hex M5-127 on the WORLD OF GREYHAWK boxed-set maps, three hexes north of Loftwick in The Yeomanry, on the border of the Jotens mountain range. If desired, this encounter may be used to expand a campaign using the supermodule GDQ 1-7, *Queen of the Spiders,* or it may stand alone. Of course, the scenario may easily be adjusted to fit into nearly any campaign world. The entire adventure may be dropped into a single evening's play.

Adventure Background

You have been traveling all day through a steady rain. The last inn you saw was two days ago, in a muddy village where citizens kept their doors locked tight after dark and stared fearfully at you from between parted curtains. "The country toward the mountains is tangled and rugged," the innkeeper informed you, "and empty of anyone except bandits . . . and worse."

He was half-right. The land is wild enough, but you haven't seen so much as a bird or rabbit since heading north out of the settled lands. As evening falls, your weary horses are struggling along a crooked trail over marshy ground. The air smells vaguely of sulfur, and heavy mists rise from warm pools around you, obscuring vision beyond a few feet.

Suddenly, a shadow seems to loom up out of the marsh. In the fading light, you recognize the outlines of an ancient monolith, tilting

precariously in the marshy ground. Beyond the stone sentinel, you can make out the shapes of more monoliths forming a rough circle, standing at various angles or lying half-buried in the soft soil. The trail has come to an end at the base of a low hill. Full night has fallen, and the faces of your comrades are impossible to see though they stand right beside you in the fog. From somewhere, you smell the smoke of a wood fire.

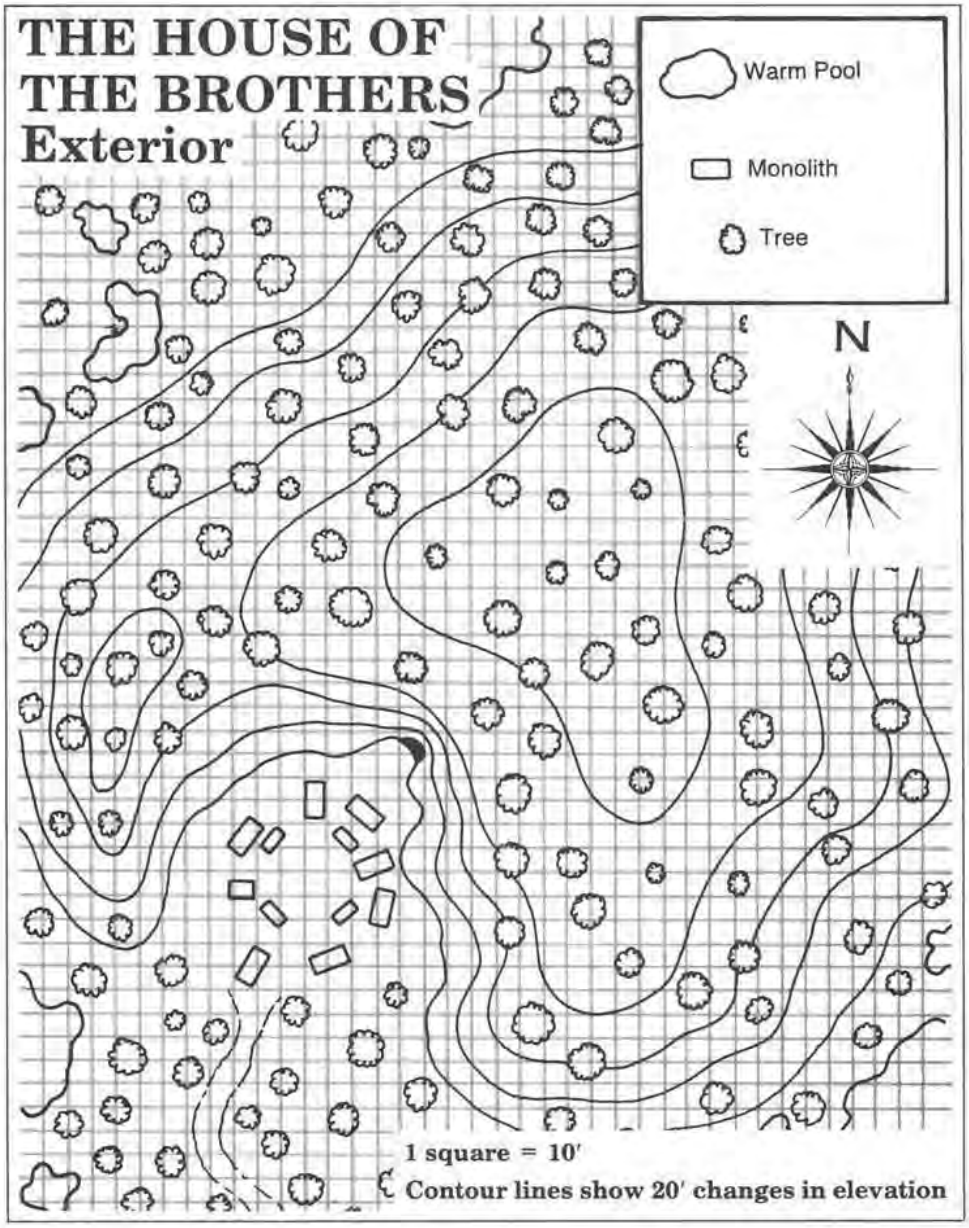
For the Dungeon Master

This adventure centers on Erdol and Karzahk, a pair of old fog giants, and their home in the caves beneath the hill. Erdol and Karzahk are rogues who have made their way in a harsh world by fighting, raiding, and looting across the full breadth of the Crystalmist Mountains. Erdol and Karzahk are 110 and 121 years old, respectively, roughly corresponding to 60 and 65 years old in human terms. Currently, they are in semi-retirement and live by robbing infrequent travelers and occasionally taking food and treasure from lesser monsters.

The hill where the brothers live was once a shrine dedicated to Vaprak, god of destruction, worshiped by local ogres and trolls. Erdol and Karzahk took their lair by force and must constantly defend it against the other denizens of the Jotens. They keep the trappings of the old shrine lying about, as they rather enjoy having taken their home from other monsters.

The cave tunnels have 15′-high ceilings (fog giants must stoop to get through them), while the open caverns rise to 25′. Individual rooms are separated by leather hangings strung from ceiling to floor, completely covering the entrances.

The DM should read the general description of fog giants in the FIEND FOLIO® Tome, and the specific descriptions of Erdol and Karzahk which follow, in order to capture the atmosphere which this scenario tries to evoke. A few details in the scenario are intentionally left vague, to allow the DM maximum latitude in fitting this scenario into an ongoing campaign. Why the PCs have traveled into the wilderness, where they are going, and how this scenario fits into the campaign as a whole are left up to the DM to decide.



The Brothers

Erdol and Karzahk may be encountered anywhere in their lair (DM's choice). They are always accompanied by Krin and Turk, a pair of **hell hounds** (AC 4; MV 12″; HD 7; hp 31, 30; #AT 1; Dmg 1-10; SA breathe fire; SD detect *invisible* and hidden creatures 50% of the time, immune to fire attacks, only surprised on 1 in 6; AL LE). These beasts are the giant's watchdogs and keep the brothers from being surprised. They are absolutely loyal.

Erdol (AC 1; MV 15″; HD 14; hp 97; #AT 1; Dmg 2-24 (see below); SA see below; SD see below; AL NE) wears armor made from the skin of a white dragon. His helm is made from the dragon's head. Two gems worth 500 gp each fill the eyes of the dragon. Erdol wields a huge *sword* +2 with a 50-gp gem set in its hilt. The magical bonuses of the sword are added to Erdol's base damage of 4-24 hp. He also carries a scroll of *protection from magic* and a potion of *flying* containing a double dose (enough to affect a giant-sized creature). Erdol throws stones for 2-20 hp damage with a 240-yard range. He catches similar missiles 45% of the time. Because of his white dragon armor, he takes −1 hp damage per hit dice of damage done by cold-based attacks.

Erdol wears a 1,200-gp necklace. The centerpiece of the necklace is a silver star, the talisman that controls the stone golem in area 5. An *identify* spell reveals only that this item is some sort of controlling device. In order to gain control of the golem, one must hold the talisman within 20′ of it and concentrate for two rounds. There is a 10% chance each time this is done that this particular golem goes berserk and attacks everything in sight. There is a 10% chance per round that the holder of the talisman may regain control of the golem, but only as long as concentration has been maintained within 20′ of the raging magical creature for the two previous rounds.

Karzahk (AC 1; MV 15″; HD 14; hp 103; #AT 1; Dmg 4-24 (see below); SA see below; SD see below; AL NE) wears armor made from the skin of a black dragon. Like Erdol, Karzahk's helm is made from the dragon's head, but one of the eyes is actually a *gem of seeing.* This particular gem functions on charges, each lasting one turn. There are six charges left. Karzahk wields a huge *sword of discernment +2.* When used in melee, this weapon automatically points to the highest-level opponent with 300′. Karzahk also carries a potion of *polymorph self* with a double dose. Karzahk has the same abilities to throw and catch rocks as his brother. Because of his black dragon armor, he takes −1 hp damage per hit dice of damage done by acid-based attacks.

The two huge, magical swords owned by the brothers are each 12′ long and weigh 400 lbs. No PC who is not at least 12′ tall and of at least hill giant strength can use these weapons. If sold to a sage, weapons museum, or like establishment, each weapon may bring 2,000 to 24,000 gp (2d12 × 1,000).

The brothers have an automatic 55% chance to detect the presence of *invisible* creatures each round they are in line of sight (see *Dungeon Masters Guide,* page 60). As stated in the FIEND FOLIO Tome (page 42), the brothers have an armor class of 1 whether or not they are wearing their armor. As fog giants, each may only be surprised on a 1 on 1d6, and they can blend into fog or mist in order to surprise opponents 80% of the time. The local environment is enshrouded in mist 95% of the time in any weather.

Erdol and Karzahk have not become as successful as they are through luck alone. The brothers are clever old warriors who will not throw themselves mindlessly upon the PCs' swords. With their high intelligence and vigilant watchdogs, they are nearly impossible to surprise. They will use their magic items and work together to destroy intruders in their lair.

In order for this scenario to succeed, it is necessary for the DM to play Erdol and Karzahk as if his own life were on the line. Perhaps the brothers use the rear door to trap the PCs inside the cave. They may use their potions to carry on a running battle with the PCs. The brothers are certainly not above scattering or killing the PCs' horses to prevent their escape. The treasure and items in the cave represent a great deal of effort, and the brothers will put up a good fight before they let a bunch of adventurers carry it all away. However, this will not stop them from fleeing if the battle looks hopeless. If the DM makes an effort to play the bothers correctly, the resulting battle will be one to remember.

Because of their extensive experience with human warriors, both giants can spot a ranger for what he is with 85% accuracy. They *hate* rangers.

The Brothers' Lair

The circle of ancient stones described in the background above stands before the entrance to the lair of the brothers.

1. The Monoliths. The 12 stones that lie here once formed a ring in front of the shrine's entrance. Only four of the stones remain standing. The others lie in various positions, partly imbedded in the marshy ground. Clearly visible on the face of one of the fallen stones is a weather-beaten carving of a clawed hand, the symbol of Vaprak. Each stone is 10′ × 4′ x 3′ and weighs over two tons. A number of smaller stones lie about (just waiting for giants to toss them!).

2. Entrance. The mouth of the cave where the brothers live is covered by a curtain woven of man-sized suits of chain mail armor, heavily rusted on the outside. Inside, the entrance is arched over by a pair of rib bones from a small dinosaur slain by the brothers. The main feature of the entrance room is a crude 3′-tall idol of Vaprak, a grotesque, decayed troll with enormous clawed hands. The idol stands upon a 3′-high stone platform, inscribed in crude ogrish runes with the words:

MIGHTY IS THE POWER OF
THE CLAWED ONE.
GREAT IS HIS FURY.
DARK IS THE HOUR OF HIS RETURN.

The walls are covered with crude carvings of clawed hands of all sizes.

Erdol and Karzahk have added to the chamber's decor by hanging the skulls and bones of various huge creatures on spikes driven into the walls. Included are bones from a bonesnapper, a giant crocodile, a pair of giant boars, and a small red dragon. In two alcoves on the south wall, the brothers have piled the bones of over 30 ogres who attempted to take the cave back from them. Among the bones lie an ivory dagger worth 70 gp and a magic-user's scroll inscribed with a *disintegration* spell.

3. Storage Room. This area is where the brothers store food taken in raids. There are six kegs of beer and seven crates of hardtack (a hard biscuit used as rations on long journeys) taken from

an unfortunate merchant. Several hams, taken from a farmer's shed, hang from the ceiling. Seven clay jugs of very strong whiskey are piled in one corner. They were taken from a band of Vile Rune orcs who camped too close to the giants' lair.

4. Trophy Room. Set up for display in this chamber are numerous souvenirs taken by the brothers as tokens of their conquests. Four suits of plate mail stand along one wall. Hanging all around the chamber are 17 large shields bearing the arms of local duchies and free towns in The Yeomanry, and even some from distant kingdoms. The northern alcove is filled almost to the ceiling with a large pile of dented helms, some still containing the skulls of various human, dwarven, and elven heroes. Mounted on one wall is a huge sword taken from a fire giant, and an ancus weapon which once belonged to a pit fiend. Two skeletons are chained to the south wall and a large iron chest sits in one corner. A rickety, two-man war chariot is parked in the center of the room.

One of the suits of plate mail is covered with gold chasings. Another suit is constructed out of red dragon scales, and a third is covered with black enamel. Each of these suits is worth 800-2,000 gp ((4d4 +4) × 100). The fourth suit appears to be quite ordinary but is actually a suit of *plate mail +1*.

The two skeletons are the bones of an elven prince and his companion who never returned from their quest to raid the shrine of Vaprak. Though they have been missing for 15 years, they are still mourned and hoped for in the Duchy of Ulek to the east.

The iron chest is not locked. It holds an assortment of weapons taken from human heroes, including 11 long swords, four battle axes, seven spears, five ornate daggers, a beautifully carved lance, and a silver mace worth 100 gp.

The war chariot is covered with carvings of battle scenes highlighted with gold leaf. It could fetch as much as 300 gp from a collector. The chariot once belonged to a baron in The Yeomanry who lost his life pursuing bandits in the wild lands. His initials — RL — are carved into the floor of the chariot.

5. Treasure Room. Five large iron chests sit on the floor of this chamber. A huge **sabre-tooth tiger** (AC 6; MV 12"; HD 7 +2; hp 45; #AT 3; Dmg 2-5/2-5/2-12; SA rake with rear claws for 2-8/2-8 if both forepaws hit; SD surprised only on a 1 on 1d6; AL N) is chained to the north wall. Its 50' chain reaches easily past the dividing curtains to area 4. It attacks anyone who enters except Erdol and Karzahk, but does not strike until intruders enter its chamber.

Standing in an alcove just to the right of the chests is a 7'-tall marble statue of a man in a toga addressing an unseen crowd. The statue would be very valuable except for the fact that it is actually a **stone golem** (AC 5; MV 6" HD 13; hp 60; #AT 1; Dmg 3-24; SA *slow* spell, 30' range every other round; SD +2 or better weapon to hit, broad spell immunity; AL N) that attacks anyone but the brothers who comes within 30', casting its *slow* spell before attacking. (The PCs will be unaware that the spell has been cast until the golem attacks.) If the PCs have assumed that the golem is merely a statue, it gains automatic surprise. The golem may be controlled by anyone wearing its talisman, which Erdol is currently carrying (see "The Brothers"). The golem will not pursue intruders outside the cave complex. If ordered to walk more than two miles, the golem's left leg breaks and it falls, shattering into rubble.

All five chests are locked and trapped. The keys are hidden in area 7. The traps on chests 1, 2, 4, and 5 are set to go off if the chests are moved in any way without first turning the proper key in the lock.

The first chest is fixed to the floor and trapped with a mechanism connected through the floor and walls to a loose stone in the ceiling. The stone falls on anyone who disturbs the chest, doing 5-50 hp damage and crushing the chest — but doing little damage to the 5,573 ep inside.

The second chest is trapped with a poisoned needle in its latch, which does 5-50 hp damage to anyone who fails to save vs. poison. Inside are 675 gp, 173 pp, and 894 sp.

The third chest is dusted with a contact poison which does 4-40 hp damage to anyone who touches the chest unless he saves vs. poison. Inside are 10,374 sp and 24 gems (75 gp (x14) and 50 gp (x10)).

The fourth chest is trapped with ten darts which fire from the west wall, striking as 10-HD monsters against the armor class of anyone standing near the chest, doing 1-10 hp damage per dart. If more than one target is standing over the chest, divide the darts evenly between them, rolling randomly for odd numbers. Inside the chest are 7,643 cp; 1,375 gp; and 23 jade figurines depicting lions, birds, and monkeys. These figurines were stolen from a party of adventurers who had stolen them from a crypt deep in the Amedio Jungle to the southeast. Each figurine is worth 15 gp.

The fifth chest is trapped with poison gas that sprays out in a 30'-diameter cloud, doing 4-40 hp damage to anyone who fails to save vs. poison. Inside are 3,644 sp and five 100-gp gems. The lid of the chest hides a secret compartment which holds a jeweled crown (1,300 gp), a necklace (1,000 gp), and a ring (500 gp). These three items are obviously a set. They once belonged to the high prelate of Istus, Oerth's goddess of fate. They were stolen by an expert thief who was ambushed by the giants before he could fence his loot.

6. Back Door. This passage leads 10" off the map to a rear entrance, blocked by a large boulder. The boulder may be moved in one round by a giant or by humans with a total strength of 55. The stone is covered with moss, which makes it very difficult to see from the outside. PCs passing with 50' of the boulder have a 1-in-6 chance to notice that the boulder is unusual (+2 if PCs are actually looking for a rear entrance). Roll once for each PC who is within range every turn. The boulder is trapped with a *glyph of warding* on its inner face which does 3-30 hp electrical damage to anyone who touches the boulder without first speaking the *glyph's* name. Speaking its name — Akahbar — negates the *glyph* for five rounds. Both Erdol and Karzahk are well aware of the *glyph* and its name, as they tricked an evil cleric into casting the spell for them before they slew him.

7. Living Room. This area is where the brothers eat and relax. If they are somehow surprised in their lair, this is where they are found. The room is decorated in early giant. A pair of large stone slabs serve as tables, and five flat boulders serve as chairs. The fire pit is set in an alcove, above which a 3'-wide shaft leads 80' to the surface. There is always a fire burning here, stocked by a

THE HOUSE OF THE BROTHERS
Interior
1
2
3
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5
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N
1 square = 10'

large pile of firewood lying next to the alcove. A pair of stone basins on the east wall hold water for drinking and washing. There are two chests in an alcove on the west wall.

The bottom of one of the stone chairs has a hollow space in it that conceals the keys to the chests in area 5. A strength of 18 is required to turn the boulder over. One of the chests contains smoked alligator guts, a fog giant delicacy. The other chest holds iron plates and bowls. Hidden in a secret panel in the bottom of the second chest is a quiver of 17 *arrows* +2.

Seven goblins live in this area (AC 6; MV 6"; HD 1-1; hp 7, 6 (x2), 5, 4, 3, 2; #AT 1; Dmg 1-6 or by weapon type; AL LE; one dagger each), and they serve Erdol and Karzahk in return for food, shelter, and protection. They are more afraid of the brothers than anything else they can imagine. If the goblins encounter the PCs, they scatter and try to alert the brothers. The DM should give the PCs the false impression that the goblins are comical and pose no threat. However, if the goblins get the chance, they attack wounded or otherwise vulnerable PCs. Five or more goblins may try to tackle a human-sized opponent. The target must roll his dexterity or less on 1d20 to avoid going down under their rush, thus exposing himself to automatic attacks each round until he can throw the goblins off by rolling his strength or less on 1d20.

8. Bedroom. Erdol and Karzahk sleep on sturdy beds constructed of split logs. Each bed is set into an alcove and is covered by blankets originally woven for the beds or princes. Each brother has a chest containing extra clothing. A bearskin rug covers a large part of the floor, and more furs are piled in one corner. Six giant-sized shields hang on the walls, and there is a wooden rack where the brothers hang their armor at night. Each brother sleeps with his sword at his side. Karzahk uses several large, leather-bound books as a footrest. They are lying under his bed.

One of the books is actually an illusionist's spell book containing the spells *color spray, magic mouth, phantasmal force, shadow, wall of fog, mirror image, paralyzation,* and *vision.* The book is trapped with a *programmed illusion* of a small scorpion which leaps out and stings anyone who opens the book. The *illusionary* scorpion is of a type definitely known to be deadly. It succeeds in stinging the opener (or so he thinks!) on a "to hit" roll of 12, doing 1-20 hp damage unless the victim saves vs. poison or somehow disbelieves the *illusion.* After its initial attack, the scorpion may be easily "crushed." Karzahk does not know about the *illusion,* but he knows that the book is magical and he is too smart to fool with a sorcerer's book. The other two books are historical works written in languages of other lands.

Concluding the Adventure

A number of further adventures could arise from even a short scenario like this one. The crown and jewelry from area 5 may be recognized when the PCs try to sell them. Local officials will certainly become suspicious when they discover the distinctive chariot of a popular baron in the possession of a group of armed strangers. The jade figurines found in area 5 may hold a clue to the location of the lost tomb from whence they came, or one of the history books from area 8 may contain a map leading to the party's next adventure.

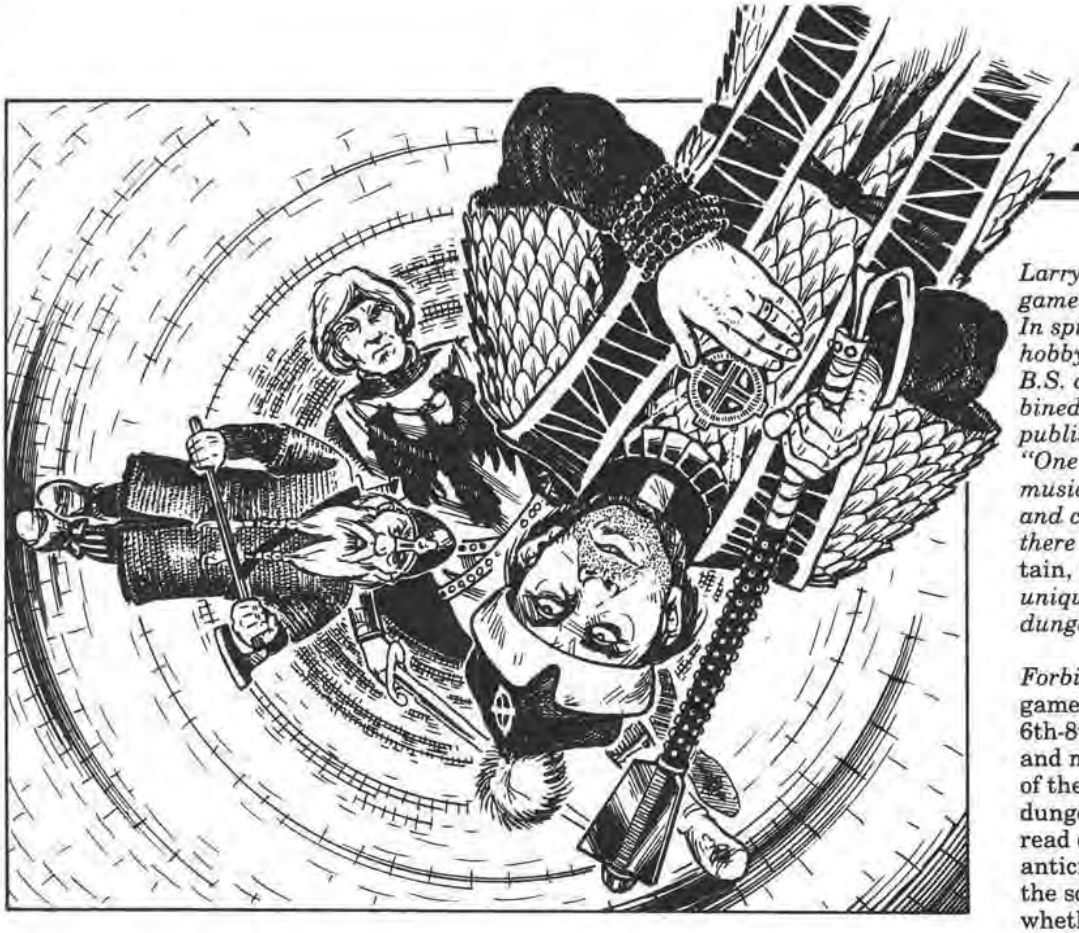
If the giant brothers are dead, others may come to reclaim the temple or treasure stolen from them. The brothers may have friends who want to avenge their death or defeat. If at least one brother survives, he will seek revenge. These fog giants are resourceful enough to seek out the PCs, even amid human society. If the brothers manage to capture a party member, they may hold the PC for ransom. A powerful group of adventurers almost always has powerful enemies. Perhaps these enemies will pay dearly to have the kidnapped PC delivered into their hands, and the remaining PCs will be forced to attempt a rescue mission.

I'M THE NO-SASE OGRE.

It's quite possible that your manuscripts and I have already met. If the editors receive a gaming article, but the author has not sent a self-addressed, stamped envelope with the manuscript to allow for a reply, the editors give the manuscript to me, and . . . well, let's not dwell on that.

Give the editors (and your manuscripts) a fair break. With each article you send us, enclose a SASE large enough to permit the easy return of the manuscript, should it require rewriting or be unsuitable for use. Canadians and residents of other countries should enclose international postal coupons, available at local post offices.

Don't let your article come my way. Be sure to use a SASE with all your submissions.



FORBIDDEN MOUNTAIN

BY LARRY L. CHURCH

Hang onto your helmets in this topsy-turvy dungeon.

Artwork by Roger Raupp
Cartography by Diesel

Larry Church started playing D&D® games in college, eight or nine years ago. In spite of (or perhaps because of) his hobby, he managed to graduate with a B.S. degree in mathematics. He combined these two interests in an article published in DRAGON® issue #113: "One roll, to go." Larry is also an avid musician who plays several instruments and composes original music. While there is no music in Forbidden Mountain, *the adventure does require a unique viewpoint on mathematics and dungeon travel.*

Forbidden Mountain is an AD&D® game adventure for 3-6 characters of 6th-8th level. A good mix of fighting and magical skills is advised. Because of the non-euclidean geometry of the dungeon, the Dungeon Master should read over the adventure carefully to anticipate possible problems in running the scenario, and should also judge whether the players are of a temperament to enjoy the dungeon's strangeness rather than be frustrated by it. The adventure may be dropped into any campaign setting; the town at which the adventure begins is left for the DM to name, locate, and describe.

Be warned that the accidental release of the Evil One (described in the text) could have devastating consequences on the PCs, not to mention the local campaign area. The DM should consider alternatives to the Evil One's powers if they are felt to be too destructive.

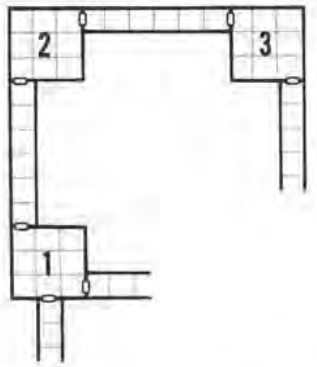
The Non-Euclidean Dungeon

Einstein used it in his theory of relativity. Lovecraft used it to lend an alien aura to his stories of horror. The drawings and paintings of Escher exploit it to play tricks on the mind. The exotic flavor of non-euclidean geometry has fascinated scientists and artists for over 100 years. Now, it is time for dungeon designers and universe builders to partake of this rich fruit.

To put it briefly, non-euclidean geometry is the geometry of warped space. Straight lines curve, flat planes bend, and the results are disorienting. Paradoxes confuse the brain as it tries to perceive a non-euclidean world from a euclidean mind-set.

Let's begin with a simple example. Look at figure 1, which shows a section of a dungeon in normal geometry. The walls are nice and straight; the corners are all right angles. Now, we'll warp the dungeon (see figure 2 — note that

Figure 1

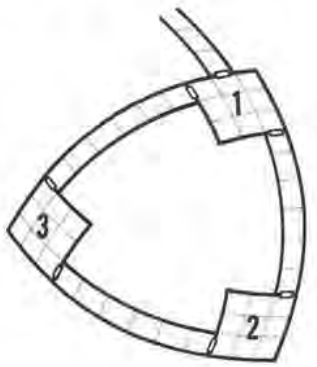


the corridor from room 3 has been joined to room 1). In so doing, we are not merely curving the walls of the dungeon, but curving space itself.

Suppose a character rolls a ball down one of the corridors in figure 2. If the walls, but not the geometry, were curved, the ball would eventually hit a wall, since the ball travels in a straight line. But if the geometry itself is curved, the path of the ball also curves. And that's not all. Light itself will follow a curved path. To the character, the ball appears to travel in a straight line, and the walls also appear straight. Anything that moves in a straight line (including the character) now curves along with the walls. Since everything now moves in curves, there is no way for the character to tell that he is in an abnormal geometry. The dungeon will appear to be identical to figure 1.

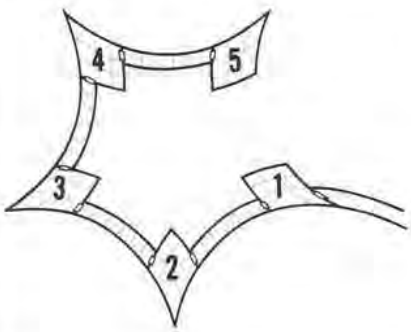
Actually, the character will notice one difference, and here is where the fun starts. Starting in room 1, he goes to room 2, turns right, travels to room 3, again turns right, and continues. The character, who perceives the dungeon as in figure 1, expects now to enter a new section of dungeon. But, according to figure 2, the character will re-enter room 1; moveover, the room will be turned 90° from its original orientation. Imagine the surprise! Have the walls shifted? Has the character *teleported*? You can see that this will give adventurers some interesting puzzles to solve.

Figure 2



The dungeon of figure 2 can be easily mapped onto the surface of a globe. For this reason, geometry of this type is called *spherical geometry.* Walls in spherical geometry tend to curve into one another. In contrast, walls in *hyperbolic geometry* (see figure 3) tend to curve away from one another. A character in a hyperbolic dungeon will encounter a surprise in going from room 1 to room 2 and so on to room 5. The character expects to re-enter room 1 upon leaving room 4 (because all angles appear to be 90°). Instead, room 5 is encountered! ("Hey, DM, you sure you didn't make a mistake somewhere?")

Figure 3



As with spherical geometry, hyperbolic geometry has a curved surface associated with it. In fact, any warped map you come up with will have a surface on which your non-euclidean dungeon will fit. You don't have to visualize it; just be aware that it exists. This means that you can curve your dungeon in any way your fancy desires.

The methods given so far work fine if the dungeon you are curving consists of straight walls only. If this is not the case (such as in caves and caverns), then how do you tell what's straight and what isn't?

To solve this problem, you first need to make a sheet of custom graph paper. Normal graph paper consists of a grid of intersecting straight lines, called *contour lines.* The distance between their points of intersection is set to some scale, such as 10′. These contour lines will be curved on your custom graph paper (see figure 4). Because they determine your geometry, these lines will be perceived as straight lines from within the dungeon. In figure 4, the whorl (the thing that looks like a wood knot) is an important feature. You need to include some of these circular areas if you want your dungeon to double back on itself.

Now, using the custom contour lines you've just designed as your graph paper, lay out your dungeon. If a wall on your map follows a contour line, it is straight. Otherwise, it is not. Figure 4 shows a sample section of a dungeon using custom-designed contour lines. The scale is 10′ between intersection points. Room 1 depicts a rectangular 40′ by 60′ room, while room 2 shows a circular room, 30′ in diameter. With a little practice, you can see through the warps of the geometry to recognize the essential dungeon features.

So far our attention has been on two-dimensional maps. Dungeons are three-dimensional constructs, however. Just as a 2-D map can be warped into three-dimensional space, a 3-D dungeon can be warped into four-dimensional space. Don't worry if you have trouble visualizing four dimensions; you didn't need to visualize more than two dimensions on your 2-D maps.

Figure 5 shows a section of a 3-D non-euclidean dungeon. A character going down the twisted corridor from room 3

Figure 4

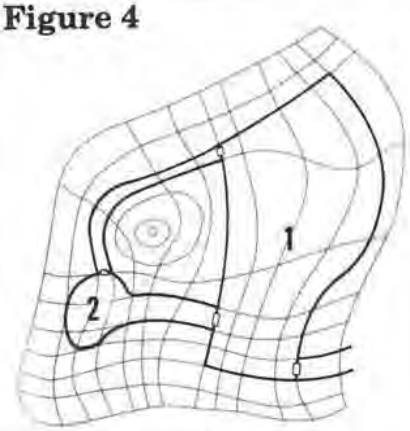
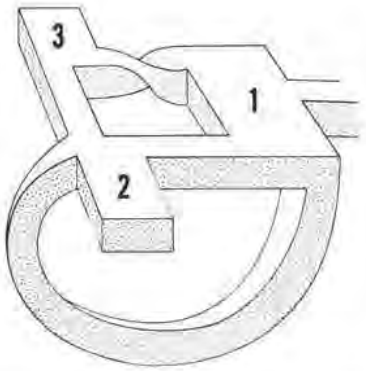


Figure 5



finds himself in room 1, but standing on the wall! This is essentially a "Moebius strip" in which the distinction between floor, wall, and ceiling becomes muddled. Anyone leaving room 2 by the looped passage enters room 1 from a trap door in the floor! There are many other possibilities, such as going "up" a flight of stairs only to end up deeper in the dungeon. Let your imagination run wild!

Which Way is Up?

At this point you're probably wondering, "How does gravity work in these topsy-turvy dungeons?" Answer: any way you want it to. You may want it to be relative to the party's orientation. That is, "down" is whatever surface the party is standing on. You can also let gravity pull characters down toward the bottom of your map. A definite direction for gravity provides the players with an extra clue to the nature of the dungeon. You can also draw arrows on your map to represent the down direction for each room or area, thus defining your own gravitational fields. The geometry of your field may or may not have anything to do with the geometry of the dungeon.

Rationales for Non-Euclidean Dungeons

The universe that we live in is actually non-euclidean, because the presence of matter causes the fabric of space to warp; this is what causes gravity. This distortion is too small to be useful as an explanation for non-euclidean dungeons, so we will have to look for other causes. Fortunately, a wide range of possibile causes is available to the creative DM. Here are a few suggestions to give you some ideas:

1. A powerful source of magic nearby (such as an artifact or magical gate) is causing the local area to warp.
2. The adventure takes place on another plane of existence, where the geometry is naturally different.
3. A powerful wizard altered the geometry of the dungeon to suit his own purposes. This is a classic justification for many bizarre phenomena.
4. The gods made it that way. If you are running a campaign based on the Cthulhu mythos, then Cthulhoid dungeons virtually beg to be non-euclidean.

There is another way to look at the problem of justifying a non-euclidean dungeon. Instead of asking, "What makes this region non-euclidean?" try asking "What makes the rest of the world euclidean?" Our training and perceptions cause us to assume that flat space is normal; any warped space must therefore be caused by some outside power. This chauvinism is understandable, but not always justified. Curved geometries are just as legitimate as the "standard" one and do not necessarily need a reason to exist.

A Word of Caution

While non-euclidean dungeons can be intriguing and challenging, they can also be frustrating for players. It takes longer to explore such a dungeon due to inadvertent backtracking. Mapping is difficult at best. Experienced players find many of their instincts upset. Like a powerful spice, a little warped space goes a long way.

Adventure Background

The PCs are strangers in a small, wilderness town and have heard rumors of a fabulous mountain that conceals a great treasure, but from which no adventurers have ever returned. All inquiries as to its location receive the same response: an incredulous look and a referral to the equally incredulous and cynical Mellenthin the Sage, the town's elder official.

"You want to see the Forbidden Mountain, eh? Perhaps you have a notion to fetch a bauble or two? Listen then, fools!

"Before all but the oldest living elves were born, the Soulless Ones came to the mountain. They were inhuman humans, men without souls or self-direction — but they had purpose. The Soulless Ones served a god — an evil god, a powerful god, a most perverse being whose name I cannot even be sure of.

"The Soulless Ones, who had been cast out of many lands, took the mountain for their own. They built an underground temple where their unspeakable rituals were performed, until the day the Soulless Ones tried to call forth their god! We know they did this much from our own divinations, and we know they were successful — they must have been! How else to explain the disappearance of the entire town of Tebet, not half a day's journey from the mountain? No trace was left — not a tree or a house or a wagon. Some of my ancestors lived there. . . ." The sage stares off into the distance for a few moments before he continues.

"But the gods had mercy. We found a holy man named Chelson who volunteered to destroy the Soulless Ones. A divine trap was given to Chelson with which he could capture the Evil One they worshiped. The trapped entity would then be taken to the Seven Heavens where the Evil One would trouble us no longer. Chelson and his friend Lord Barnabus — a paladin of reknown in these parts — traveled on to the mountain."

The sage sighs. "No one can really say what happened after that. A great earthquake shook the mountain, and an avalanche sealed off the entrance to the temple. Chelson and Barnabus were never heard from again. Perhaps they got to the Seven Heavens and could not return. The peak became known as the Forbidden Mountain, and we take pains to avoid it, as would all who are wise.

"As for the Soulless Ones — well, being mortal, they must have died in the earthquake — so we hope. And the Evil One? He has not troubled the land since, so the mission must have been completed. But Chelson and Lord Barnabus are gone now" — the sage arises and points a finger at the party — "and *they were more powerful*

than you. They had the goodwill of the gods, the blessings of a holy mission, and weapons and armor forged by sorcerers of old, *and they are gone!* You *still* want to play treasure hunter on that mountain? Go home instead! That mountain is out of your league."

For the Dungeon Master

Mellenthin the Sage (AC 10; MV 6" (due to age); hp 22; #AT 1; Dmg by weapon type (unarmed); S 8, I 17, W 15, D 8, C 8, Ch 13; AL N; supernatural and unusual fields of study, with special knowledge of cryptography and divination; can cast *comprehend languages, identify, read magic, locate object, detect illusion,* and *tongues* once each per day) is offended that any adventurer would put himself on the level of the two local heroes by going to the mountain, though he does not say this outright. He grudgingly points out the way to Forbidden Mountain if the party is adamant about going there, but offers no other help or advice.

The actual events of the mission against the Soulless Ones are very difficult to recover, even with the use of *legend lore* spells, as the space-warping nature of the dungeon at Forbidden Mountain also affects magical power. Fragments of the truth might be recovered, though they should be of little help to adventurers going into the dungeon at Forbidden Mountain.

Chelson and Barnabus's mission occurred 205 years ago. The *earthquake* was summoned by Chelson while doing battle with the Soulless Ones, who injured but did not stop the two avengers. In the confrontation with the demigod-level Evil One, however, disaster struck: Barnabus's *long sword +5, holy avenger* was drained, and Chelson was *annihilated* by the monster's powers. Seconds before he would have been destroyed, Barnabus set off the magical trap, an uprated *trap the soul* prison device. With the loss of Chelson, however, he could not *plane shift* to the Seven Heavens in order to complete the mission. Lord Barnabus was himself trapped inside the mountain, where he starved to death while trying to dig his way out through the *earthquake*'s rubble.

Thus, the holy mission was only partially successful. The captured Evil One is still within the mountain, awaiting some bonehead adventurer to set it free.

The Town of Tebet

The land north of the city in the direction of Forbidden Mountain consists of 24 miles of unpopulated scrub forest. Use the chart in the *Dungeon Masters Guide* on pages 184-185 to generate random encounters in this wilderness. The mountain itself looms above a low mist that hangs over the scrub forest around its base. The mountain is volcanic in origin but is completely extinct. Signs of an avalanche are clearly visible on the southern mountainside, even from a great distance.

If the sage's story of the destroyed village intrigued them, the PCs may research the location of the town that the Evil One ruined. The village of Tebet, or rather the ground it used to occupy, lies five miles west of the mountain, deep in the scrub forest. If the PCs go there, they discover a large clearing of tall grass alongside a dried-up river bed. The area is flat and shows no signs to indicate a town was ever here, save for a vague, gridwork pattern of exceptionally green grass running through the field. This phenomenon, caused by buried streets of the town which act as submerged irrigation ditches, is only visible from the air.

If the PCs dig in the clearing, they discover the foundations and basements of the town. One ruin per day per three diggers may be uncovered. Very little of any worth may be recovered here (a few copper pieces, some buried jars, etc.) The PCs quickly note that all of the buildings were apparently cut cleanly away at ground level by some incredible force. Stonework is perfectly smooth along the cut. If the PCs dig long enough (on a 5% cumulative chance per day), they discover the skeletal remains of a human body which was apparently caught on a stairway leading to a cellar when the disaster struck. Only the skeleton's lower legs remain, the severed tops of the thigh bones cut so smoothly that they seem polished. No encounters are found in the ruins except wandering monsters from the forest.

The Forbidden Mountain

A good-sized portion of the mountain collapsed on its southern side, as evidenced by a huge mound of rocks at the mountain's bottom, ranging in size from small pebbles to huge boulders. Somewhere under this mess lies the entrance to the dungeon. Any character who makes a *find concealed doors* roll notices a small opening at the top of the 210' pile of rubble. If no one makes the roll, the site must be searched until someone gets around to checking the top of the slide. The debris has settled over the centuries, making the rubble fairly stable and revealing part of the entrance to the chambers below.

The opening only goes down a few feet before it ends in a pile of rubble that obviously blocks a tunnel. PCs must dig their way through, taking 20 man-days to free the passage (e.g., four PCs require five days). Every day, each character digging must make a saving throw vs. petrification or cause a cave-in. Anyone trapped inside the tunnel receives 4d6 hp damage. Dwarves and gnomes add +2 to their saving throws. If a miner is around to direct the excavation process, everyone may add +4 to their saving throws.

When the tunnel is completely cleared, the adventurers find themselves at area 1 on the Forbidden Mountain Dungeon Map. As the PCs enter the main dungeon complex, they will find all the corridors are brick-laid circular tubes, 30' in diameter. These tunnels are immune to all magical effects and physical attacks, and they themselves radiate a magical aura — thus rendering the spell *detect magic* useless herein. Upon entering these tunnels, adventurers feel briefly disoriented and may become slightly nauseated (save vs. death magic to avoid). This passes after 1-4 rounds, and is a result of the transition to the bizarre, non-euclidean world of the dungeon-temple of the Soulless Ones. More seriously, all who enter the non-euclidean portion of the dungeon suffer a −2 "to hit" penalty on all attacks they make, because of their unfamiliarity with the bizarre environment. This penalty cannot be undone save by remaining within the dungeon for longer than two days, after which time the penalty is lost.

The Soulless Ones were able to cause a massive distortion of local space and physics, using *wish*-level magicks from a bygone age. The distorted universe of the dungeon was perfectly in keeping with their perception of the world and religious beliefs (i.e., randomness is the ruling force of the universe), and regular sacrifices to their deity kept the

space distortion effects intact. As a result, gravity follows the non-euclidean pattern of the dungeon, so "up" and "down" are relative terms. "Up" is toward the center line of the corridors (making it possible to walk on the "sides" and "ceilings") and toward the center of the spherical rooms. Throughout the dungeon, "down" is toward whatever surface one is standing on. However, *all corridors appear straight from the viewpoint of the adventurers.* The adventurers are not able to perceive that the tunnels are curved through the fourth dimension of space, just as a two-dimensional inhabitant of a sheet of paper could not tell if the paper itself was bent or curved, since his perceptions extend only through the plane of the paper.

Missile combat is also affected by the non-euclidean nature of the dungeon. Because of the distorted gravitational effects in the dungeon, a cumulative "to hit" penalty of −1 is applied (in place of any other range modifiers) per 30′ of distance traveled by any missile or hurled object. Thus, an arrow fired at a target 130′ away has a −4 on its "to hit" roll. Missiles that miss their targets will be seen to gyrate wildly into a random wall beyond the target. The PCs cannot learn to compensate for this distortion regardless of whatever measures they take. (The spell *magic missile*, however, is not affected by this distortion.)

A diverse group of monsters make this unconventional dungeon their home. Roll 1d6 every turn. If a 1 is rolled, roll 1d12 plus 1d8 to determine the nature of the encounter. Not every monster need be present in the dungeon, and all are exactly the same as those with normal colors of fur, scale, feather, and chitin, as described in the two *Monster Manuals* and the FIEND FOLIO® tome, save for the two-headed wolves (that differ from normal wolves only in that they can bite twice each round for normal damage per head). Few of these monsters have been exposed to the outside world in many years, and all have infravision to 60′. The unusual nature of the dungeon has preserved small groups of strange creatures, that were experimented upon by the Soulless Ones for use as guards, by extending their life-spans and reducing their hunger drives. If undisturbed, most of these creatures tend to sleep for days or weeks at a time.

Roll	Encounter
2	3-18 bluish-purple giant bats
3	1-4 chartreuse megalocentipedes
4	1-6 white giant ravens
5	1-4 orange giant scorpions
6	2-12 blue-green giant wasps
7	1 purple large falcon
8	1-20 (normal) giant rats
9	1-2 blue bears (treat as brown bears)
10	2-12 (normal) giant centipedes
11	1-10 indigo two-headed wolves
12	2-40 (normal) rats
13	1-10 violet large spiders
14	1-2 blue giant porcupines
15	1-6 multicolored poisonous snakes
16	1-6 (normal) giant weasels
17	1-4 yellow-and-blue owlbears
18	1 lavender death watch beetle
19	1-8 red giant lizards
20	1 black willow

Refer to the Forbidden Mountain Dungeon Map to locate the following rooms.

1. The Entrance.

> Once past the rock fall, the PCs see a large, natural corridor about 25′ high that leads into the darkness of the mountain. There is dust and dirt everywhere, and tracks of small animals are clearly visible. A small burrow, 3′ up the tunnel wall, appears to lead back outside; a crisp wind blows through it into the tunnel. A loose pile of rock lies below the burrow entrance, and rusted metal can be seen at some distance down the small tunnel, behind which is another rock fall.

At the end of this cramped, 30′ passage lies an intact set of human bones covered with corroded armor. A rotten backpack and crumbling leather scabbard containing a long sword lie beneath the skeleton. A small hole was dug near the top of the rock fall, through which a man in armor could pass with some difficulty.

The skeleton is, of course, that of Lord Barnabus, who had only enough strength left to dig through the rock fall before collapsing. His remains were well preserved. If revived through the use of some magic, Barnabus proves to be a 14th-level paladin with statistics to be determined by the DM. He will be incapable of any actions for 2-8 days, however, due to his debilitated state after his return to life. It is not generally recommended that he be revived, as a full-strength Lord Barnabus could handily dominate any group of mid-level adventurers.

The backpack contains a coil of rope, three vials containing small amounts of powder, a small bottle filled with a crusty black solid, a tinderbox, and a book. The rope has decomposed to uselessness. The three vials contain the remnants of potions, long since dehydrated. The crusty black solid is dried ink. The book is Barnabus's personal diary. It begins with the usual adolescent ramblings; tells of his early fighter training, conversion to the cause of Good, and adventures with Chelson; then describes how he found a holy sword in a dragon's hoard and his resolve to go on the mission against the Evil One. The diary ends here except for one final prayer: "Lord, allow me to serve in the next life as Emicles has served me."

The sword has been somewhat protected by the scabbard and is still usable. The word "Emicles" is engraved on it in delicate characters. The nonmagical sword was once a *long sword +5, holy avenger.* It is possible that the sword might be revived (see room #11).

About 50′ from the entrance, the tunnel becomes a perfectly circular corridor, 30′ in diameter. The non-euclidean nature of the dungeon takes effect as soon as the PCs enter this section of the tunnel (see the notes above regarding the effects of entering this area, particularly the combat adjustments). *Remember that all curved tunnels appear to be straight.* Thus, PCs should think they are walking down a straight tunnel leading from area 2 to 4, then to 3, then suddenly reappearing in area 2 again — all without a single curve or bend.

As the party travels along this corridor, it encounters six **huge spiders** (AC 6; MV 18″; HD 2+2; hp 15, 12, 10, 9, 8, 7; #AT 1; Dmg 1-6; SA poison bite (save at +1 or die), can leap 30′, surprise on 1-5; AL N). The spiders leap from wall to wall and ceiling to floor with equal ease, adding an additional −1 "to hit" on all attacks made against them.

2. Spider Lair.

This room is perfectly spherical, 50′ in diameter. Two exits directly opposite each other lead into more dark, round corridors. Animal and spider tracks on the floor, sides, and ceiling of the room lead out both exits. A lump of small, spherical objects is stuck halfway up the far wall between the two tunnel entrances.

The lump of spherical objects is a pile of thousands of (huge) spider eggs.

3. Old Guard Post.

Two corridors exit this 50′-diameter room. One tunnel lies directly opposite the point at which you have entered. The second tunnel appears to lead out from a 30′-diameter hole in the tunnel's side (or ceiling or floor). A strange, violet light filters down from this exit, and numerous tracks in the dust travel in and out of the hole. The walls of this room are littered with old bits of armor, equipment, and weapons such as broad swords and light crossbows, but no skeletons exist.

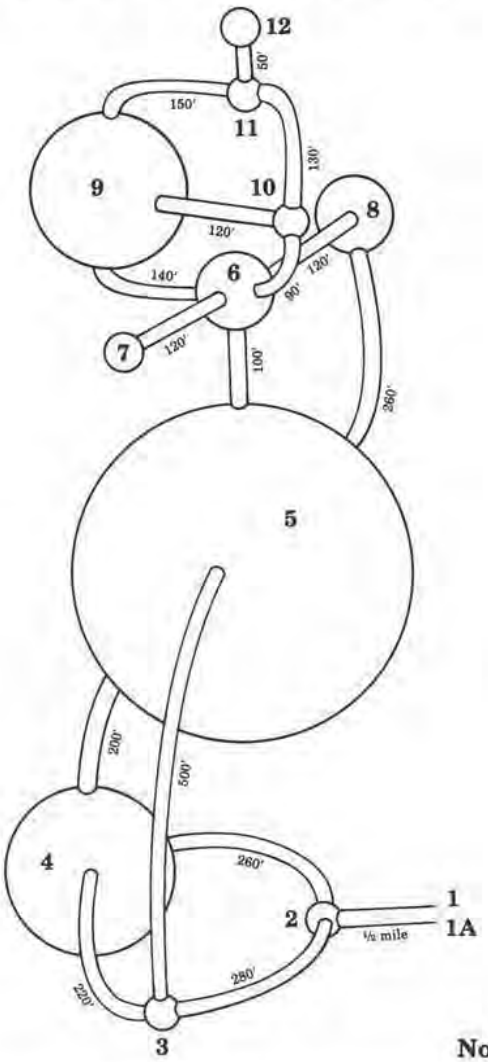
The skeletons were gnawed away by the giant porcupines and rats in this complex. Enough material remains to indicate that 10-12 humans were slain in battle here. None of the armor or weapons are any good, having been deliberately broken or having corroded over time. The tunnel from which the violet light shines is the one that leads directly into area 5.

4. Living Quarters.

This large (200′-diameter) spherical room has three exits, including the tunnel by which you entered. A weird, violet light can be seen down one of the exit tunnels — the tunnel down which most of the tracks disappear. The room is lined with the scorched remnants of over 100 straw mats. Several large pots and pieces of charred wood are piled next to a number of ruined suits of armor, most of them blackened by fire. Crude dinnerware and pieces of rotted clothing lie strewn about the room. No skeletal remains can be seen.

Chelson and Barnabus fought a major battle with the Soulless Ones here.

INSIDE THE FORBIDDEN MOUNTAIN



Not drawn to scale

Chelson used a *flame strike* spell, setting fire to nearby food containers. The exit with the violet light leads to room 5. Sixteen suits of armor are present, all in the same condition as those in area 4. Bits of gnawed bone may be found after careful searching.

5. Ecosystem Base.

There are four exits from this huge, 400′-diameter room. It is illuminated by a bright purple light suspended in its center. The room is full of plants of many descriptions: tough and wiry grass, bizarre shrubs, huge vines that stretch completely across the sphere, large stalks with bright flowers, and even a few small trees. Strange-looking animals dart in and out among the plants.

The light is a stone supported by two nearly invisible wires stretched across the room, with a variant form of *continual light* cast upon it to give its bright violet coloration. This room, originally a meeting area, has slowly acquired a balanced ecosystem. The magical radiation of the light has further affected the creatures present and accounts for some

of the odd variety of flora and fauna here.

Two groups of wandering monsters are immediately encountered when this room is entered, all of them initially dormant but subject to normal surprise rolls. The flowered stalks are actually 10 **tri-flower fronds** (AC 9; MV nil; HD 3 (hp 14), HD 4 (hp 14), HD 5 (hp 36, 23, 16, 14), HD 6 (hp 30, 27), HD 7 (hp 32), and HD 8 (hp 36); orange flower shoots 2-8 tendrils 3' (save vs. poison or sleep); yellow flower releases enzyme on victim (2-8 hp/round until victim rots away); red flower extends tubular tendril 1' to suck blood (1-6 hp/turn; see *Monster Manual II*; AL N). Adult dungeon monsters know enough to stay away from these flowering carnivores.

6. Sanctuary.

There are several exits from this 100'-diameter room. Dust on the floor reveals tracks that favor one exit in particular. Two exits appear to be little used. Seven rings of concentric circular pews surround an altar and pulpit. Silver-trimmed copper basins stand on each side of the altar. Behind the pulpit lies a prone skeleton wearing priestly vestments. Many bits of ruined armor and weapons are scattered about this area.

The skeleton at the pulpit is that of Verinna, former high priestess of the Soulless Ones. She died defending the temple from Barnabus and Chelson. Her spirit remains here in the form of a **haunt** (AC 0/victim's AC; MV 6"/as possessed victim; HD 5; hp 22/victim's hp; #AT 1/1 as 5 HD monster; Dmg 2 points dexterity drain/by weapon type; SA possession; SD hit only by silver, magic, or fire; AL CE). Verinna cannot move more than 180' from the pulpit unless she possesses somebody. If she possesses a character of good alignment, she attempts to strangle her victim (1 hp damage in the first round, 2 in the second, 4 in the third, etc.). If she possesses someone not of good alignment, she attempts to find her trapped deity and set it free. If she accomplishes this, her soul departs to its final rest, and her victim regains control of his body. An *exorcism* spell destroys her, and if *hold person* is cast on the possessed person, Verinna must save vs. paralyzation or be cast out of the body. Her undead existence has prevented the destruction of her skeleton by dungeon inhabitants. Examination of the room shows that perhaps 50-60 humans died in battle here, all of them heavily armed. This was the scene of the final battle with the Soulless Ones.

In a pocket in Verinna's robe is a brass key. The basins are intricately traced with grotesque designs and are worth 1,400 gp each. They can make eight vials of unholy water.

Most of the tracks lead in and out of the exit to room 5. One strongly shunned exit leads to room 7, and the other little-used exit leads to room 10.

7. Empty Room.

There are no tracks visible in the corridor leading here. A slight draft can be felt going into the room, which appears empty and perfectly clean. It is 50' in diameter, and no other exits can be seen.

The room is an illusion. This area is extremely dangerous, as a magical *void* was brought into existence here by the followers of the Evil One. A *void* is like a huge *sphere of annihilation*, but it does not immediately destroy an entire object when part of that object contacts the *void*. Any matter coming in contact with the *void* ceases to exist. If, for example, someone sticks a hand across the threshold, only a stump is left on that arm. Any being that starts to enter this area instantly takes 1-100 hp damage, disappearing entirely if slain, and losing part of his body and possessions if still alive. The DM must determine what body parts and equipment are lost and what effects such damage causes. Any magical items caught in this field must save vs. disintegration at −6 on the roll or lose all powers; making the save indicates the item is still intact.

The draft is caused by the continuous destruction of air passing into the *void*, setting up a permanent breeze as new air is drawn here. This is fortunate in a sense, as it causes the continuous replenishment of the air in this dungeon from outside, through the animal burrow in area 1.

8. Library.

This 100' room is filled with high shelves containing dusty books. The books on the lower shelves have been chewed upon by small animals.

The party can find a lot of information here. These books tell of the Soulless Ones' beliefs about the "One Who Does Not Exist." The "god of the black silence" was thought to be a personification of the *void* and could bring anyone or anything into a "blessed state of nothingness." The ritual for summoning the god is also described in detail in several books. There is a multiplicity of books, so the adventurers can pick out the best copies. These would be worth a lot to an interested sage, as these are the only existing works describing the beliefs of the Soulless Ones.

The room is infested with rats. Each round spent walking in this area produces a 15% chance of walking into a concealed nest. If a nest is indicated, there is a 1 in 4 chance that the rats are giant rats.

Normal rats' nest: 1-100 rats (AC 7; MV 15"; HD ¼; hp 1 each; #AT 1; Dmg 1; AL NE). If attacked, the rats flee unless cornered.

Giant rats' nest: 5-50 giant rats (AC 7; MV 12"//6"; HD ½; hp 3 each; #AT 1; Dmg 1-3; SA disease; AL NE). These rats are aggressive and fight back if attacked.

9. More Living Quarters.

There are three exits out of this 200'-diameter room. Pieces of old bedrolls and a few scraps of cloth litter the place. The animal tracks seem to shun one exit.

This room is similar to room 4, but no cooking was done here. There is nothing of note to find. The unused exit leads to room 10.

10. Verinna's Room.

This small (50'-diameter) room has three exits. What was once a rather plush canopy bed stands beside a walnut dresser. On the dresser is a book. Scattered about the room are statues of various animals, some of them broken.

Make a 1d20 roll against each PC's intelligence. Anyone who makes the roll notices that all the broken statues depict creatures from this dungeon in highly lifelike poses. These unfortunate creatures were once alive,

turned to stone in mid-step by the pair of **greater basilisks** that lair here (AC 2; MV 6"; HD 10; hp 39, 29; #AT 3; Dmg 1-6/1-6/2-16; SA poison claws and poison breath, gaze turns to stone; SD surprised only on 1 in 6; AL NE).

The book on the dresser is a copy of the Soulless One's unholy book. Verinna has underlined her favorite passages, those dealing with the concept of nothingness. The dresser drawers contain rotted clothing and a small locked chest (opened by the key in Verinna's robes; see room 6) that has a *glyph of warding* (20 hp electrical damage). The password is "nothingness." Inside is a jumble of 426 gp and 117 pp. Under the coins is a surprisingly large and finely cut carnelian, worth 6,000 gp (it is actually a *gem of insight*).

11. Hallowed Ground.

This is a small, 50'-diameter room with only two open exits. The third exit is barred by an iron gate inscribed with:

"whatisthepassword"

A rod fashioned from a human thigh bone is seen lying on the ground.

Upon entering this room, those of good alignment feel relaxed (a *bless* has been cast upon them), while evil characters become nervous and "on edge" (having received a *curse* spell). Neutral characters notice nothing and are unaffected. This is the room where Barnabus his end; the room radiates an aura of good, even after all this time. These effects last while the characters are in the room and for six rounds thereafter.

The rod is Chelson's *rod of resurrection*, which has only one charge left. If this device is touched to Barnabus's sword, the gods honor Barnabus's last prayer and his spirit will inhabit the sword. The inscription on the sword changes from "Emicles" to "Barnabus," and the sword becomes a full-fledged *holy avenger*.

The barred exit leads to room 12. Speaking the password — "what" — causes the iron bars to disappear for one turn. The same password works to clear the doorway when coming from the other direction. No attempts to bend bars/lift gates are successful, regardless of how strong the PCs are or how many attempt to open the gate.

12. The Altar of the Evil One.

There are no tracks and no other exits in this 50' room. Dust covers a plain, rectangular altar. The corner of a white object can barely be seen behind the altar.

It was here that the Evil One was summoned. The white object is a small box (12" × 12" × 6") made of a strange metal. "**DO NOT OPEN**" is written on all sides of the box, and each character finds that the warning appears to be written in his or her native tongue. The box is latched shut but not trapped. This is the variant *trap the soul* device used by Barnabus long ago. The Evil One is inside, mindlessly awaiting release.

This being is a deity of nothingness. It has no intelligence, no hit dice, and an amorphous shape 30' in diameter that radiates a chaotic-evil aura. As a manifestation of its powers on the Prime Material Plane, objects within 60' of the being must save vs. disintegration (vs. death magic for living beings) or be *annihilated*. Magical items so affected are not destroyed upon first exposure to this power, only de-magicked if the saving throw is failed. Spell-casting characters are considered magical items, and must save or lose all memorized spells. Of course, once an object or being is drained of magic, it can be *annihilated* upon its next contact.

Verinna was able to exercise some limited control over her deity. The PCs, should they set it free, will not be so fortunate. The person who opens the box is *annihilated* if his saving throw vs. death magic fails. Each round thereafter, a random PC is attacked until either the PCs or the nameless demigod leave (there is a 25% chance per round that the god moves on). If the deity leaves to ravage the countryside, the PCs will almost certainly be blamed by those who remember their appearance in the village.

Simply resolving not to open the box is not sufficient protection, as someone else might do so in the future. Ideally, the box should be taken to the Seven Heavens as was originally intended. If the box is thrown into the *void* room, it is destroyed but the god is freed; the god stays in the *void* unless summoned, however. If the box is dumped off on some other plane, it is eventually discovered and may be opened. This probably won't affect the PCs, but whatever beings inhabit that plane may send the god back again.

Concluding the Adventure

Award experience in the dungeon normally, except that the *rod of resurrection* brings no experience, and the *holy avenger* sword brings no experience unless restored.

If the box is cast into the *void* and all the books with the summoning ritual are destroyed, award the PCs a total of 6,000 xp. If the PCs see to it that the box is taken to the Seven Heavens and left in the care of a major servant of Good (e.g., a planetar, solar, or similar being), award 15,000 xp to the party.

Important books are worth a total of 1,000-8,000 gp to sages, depending on how many are retrieved and the condition in which they are maintained by the party. One book in four actually contains the summoning ritual for the nameless deity.

The dungeon complex retains all of its bizarre properties regardless of what happens to the Evil One. If the PCs wish to clean out the monsters inside it, they may do so, though this may prove to be time consuming.

TORTLES OF THE PURPLE SAGE — Part 1

BY MERLE AND JACKIE RASMUSSEN

Would you walk a thousand miles for a tortle?

Artwork by Jim Holloway
Cartography by Diesel

Merle and Jackie Rasmussen live a quiet life in the small Iowa town of Huxley. Merle is general manager of a game store in Des Moines, and Jackie is a legal secretary. Both have written for DRAGON® Magazine and TSR's games division. Besides writing modules for the D&D® game, the pair have worked on many TOP SECRET® game projects.

Tortles of the Purple Sage is a D&D game Expert Set wilderness adventure designed for a party of 2-8 characters of 4th-10th level, including a cleric no lower than 6th level. Each PC should have two or three magical items, including magical weapons and armor. All PCs should be outfitted for a long-term wilderness adventure.

This adventure takes place in the Known World of the D&D game, as outlined throughout the D&D game rule books and modules. The DM may find it useful to consult the Companion and Masters Sets, as well as most of the X-series of Expert Set modules. D&D Expert Set module X9, *The Savage Coast,* would be especially helpful, as *Tortles of the Purple Sage* could easily serve to continue that module's direction and plot line, adding a previously undescribed area (the Great Northway) to the Known World. The DM may also place the areas and events of this adventure within an existing campaign setting, as long as the geographical areas of the campaign match those set forth here.

Most of the statistics for monsters set in **boldface** type appear in the Combined Monster Statistics table at the end of this adventure.

Adventure Background

It is important that the PCs learn about the legend of the Great Northway. Many folk are willing to tell what they know (or think they know), but the Great Northway legend is often confused by rumors of mysterious dangers haunting the Savage Coast. In any tavern or inn, PCs can hear the Great Northway legend from storytellers; a visit to a library or sage could yield a written tale of the legend. Denizens of the marketplace or wharf area know little about the Great Northway but are quick to repeat Savage Coast rumors. If the PCs attempt to bribe or coerce anyone to give more information about Great Northway lands, they hear only Savage Coast rumors.

The *legend* states that the Great Northway is a broad and mighty river which flows southward for thousands of miles through desolate grasslands. At its source, the legend says, lies the Spring of Good Health from which the waters of the great river run rich with earth.

Some say the Great Northway is not a river but a channel to the arctic waters of Frosthaven. If this is so, ships using the channel could easily reach all parts of the Known World. Along the river's shores, the legend relates, live fierce, uneducated savages who pray for floods. During the floods, islands covered with animals float down the river and into the sea.

Long ago, a great earthquake destroyed many cities near the river. Sages believe the Great Northway's course was changed by the quake, and the new mouth has yet to be discovered.

It is said that Akobaan the Merchant was the first to find the present mouth of the Great Northway. When a floating island crushed his ship against the riverbank, his crew was lost. Akobaan and his first mate escaped the disaster, and the latter was rescued by members of a strange sect, the Lawful Brotherhood. The first mate died of fever, but not before he reported that his master was determined to find the source of the great river on foot. Akobaan, however, was never heard from again.

A journal or map showing exactly where the new mouth of the Great Northway is located is worth much to a king and country. Both the Kingdom of Ierendi and the Empire of Thyatis have offered exclusive trading rights between their nations and the savages of the riverbanks to whoever finds the mouth of the Great Northway.

To determine which *Savage Coast rumors* the PCs hear, roll 1d12 and consult the list below. The DM should not just give the rumors to the players; they must ask for information from NPCs. Each NPC questioned knows 1-4 rumors. It is possible that two or more NPCs will know the same rumor. PCs should not find out whether any rumor is true or false, except through their own explorations.

1. The mouth of the Great Northway is also the mouth of the Empty Valley River. (False. The Great Northway is much farther north.)

2. There are five ancient and lost cities on Savage Coast lands. (False. There are only four.)

3. Head-hunting cannibals ambush explorers in this region. (True. They are directed by the Chaotic Sisterhood).

4. The Great Northway is a channel to the arctic waters of Frosthaven. (False)

5. Uneducated savages of the plains use gemstones to scrape animal hides. (False)

6. Plains savages worship the earth and pray for floods. (True. Annual flooding of the Great Northway replenishes the soil.)

7. No one knows where the mouth of the Great Northway lies. (False. The Chaotic Sisterhood, some members of the Lawful Brotherhood, and certain wayfarers know.)

8. The Chaotic Sisterhood is getting rich trading directly with uneducated savages. (True)

9. Watch out for Skurge, a marauding black whale stalking the Savage Gulf. (True)

10. The Yazak Steppes are sometimes plagued by random objects falling from the sky. (True)

11. Straight lines crossing the Yazak Steppes were used to guide ancient inhabitants between cities. (True. They also intersect ancient ceremonial mounds.)

12. The Portals to Everyland were created by an ancient Dravish magic-user. The key to operating a gate stone has something to do with tortles. (True)

After researching these legends and rumors, the PCs may need a bit of refreshment. While the PCs are relaxing in their favorite tavern, read the following to them:

> A festive mood fills the air as sailors and explorers swap tales of faraway, exotic lands. Around you, old friends greet one another with back slaps. Deals are sealed with hearty handshakes. Elves, halflings, and dwarves mingle with humans placing orders for food and drink. The door opens and a large, silent figure enters the room. Its purple garments embroidered with gold thread catch your eye. The visitor is not human, yet it walks on two legs. A beaked reptilian head nods slowly atop broad shoulders. You have never before seen a member of this fabled, ancient race — that of the tortles.

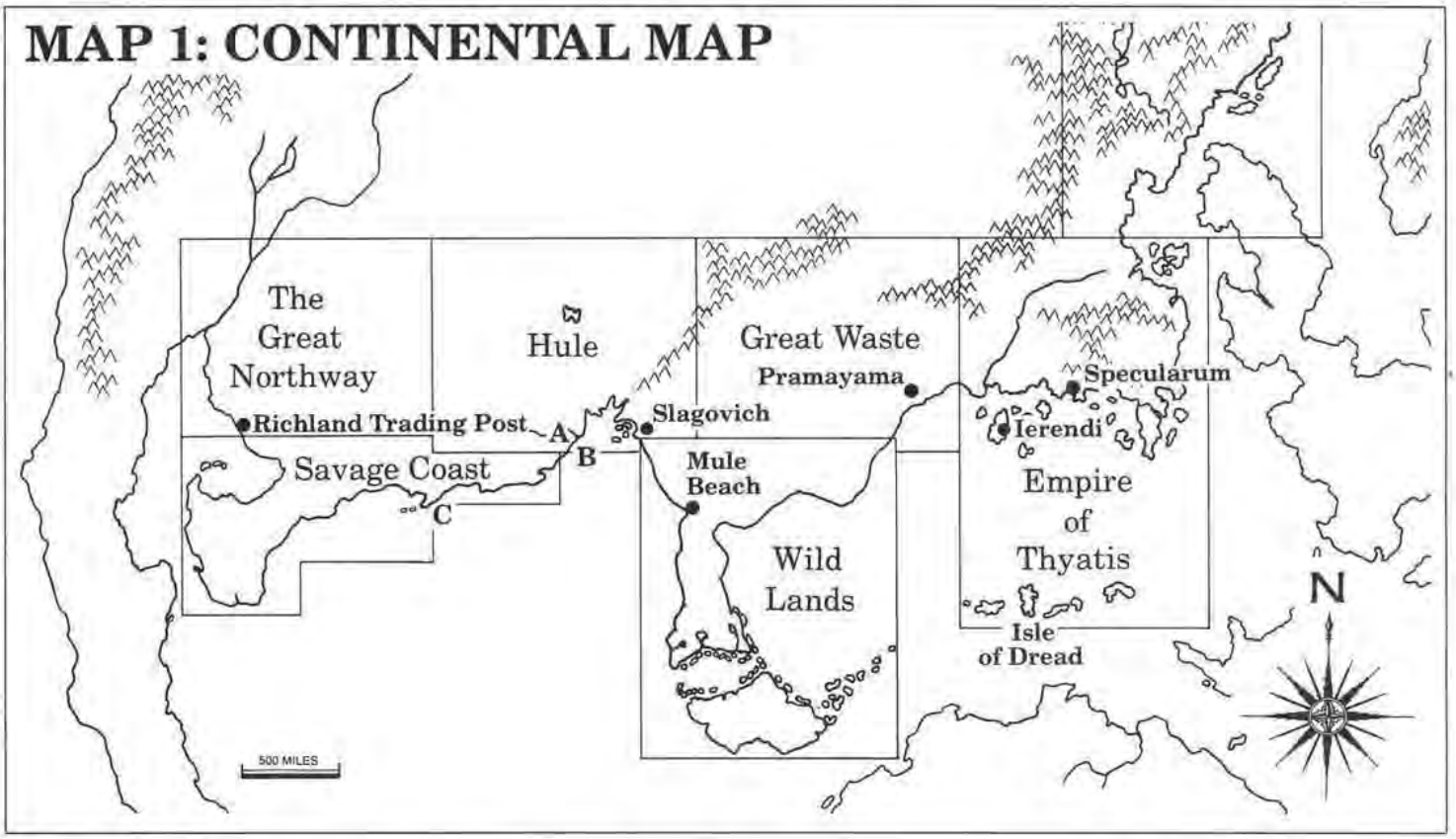
> The massive figure plods through the noisy crowd in your direction. The locals hardly pay the visitor heed as it approaches your table and creaks, "I, Kallot, am sage of tortles. My people search for brave escorts. I must lead my clutch to our ancestral hatching grounds. Hundred years ago land was ours. Now land held by enemies. Must join other clans there if next generation to receive blessings of the Immortals.
>
> "I see your asking faces. Why pick you? You are newcomers. I saw you come this place. My people pay for protection two ways. Our eggshells are worth much to your people. They make light weight armor. We also know of Yazak Steppes. Your people seek mouth of river Great Northway. Guide us safely to hatching grounds, and we pay you eggshells and guidance to Great Northway. If you seek this pay for labor, find me at library." The purple-clothed sage then turns and plods out of the chamber.

For the Dungeon Master

The best pacing for adventure has the tortle interrupt the PCs as they are deciding how to begin their search for the Great Northway. If the PCs decide to delay their exploration plans and accept the tortle's offer, they can indeed find him at the local library, reading an ancient tome. He insists on collecting his family (1d4 +1 mated pairs of tortles) and departing at once. The PCs must provide their own supplies and transportation, but the tortles have their own wagons and draft horses if the PCs decide on an overland trek.

The first leg of the treacherous journey takes the PCs and their charges from their home port to Richland Trading Post, on the uncivilized Tall Grass Coast. Whether the group travels by land or sea, it is plagued by dangerous monsters and unpredictable weather (with the possibility of a shipwreck).

The tortle sage does not survive the trip and dies of either combat or old age at the DM's discretion. With his dying words, the ancient tortle directs: "Choose good guide. Protect family. Eggshells. Use portals." The remaining tortles, caught in the grasp of biological necessity, have little time to mourn, but look to the PCs as authority figures, granting them the same respect and



obedience as they gave their sage. The DM should role-play the tortles so as to make it extremely difficult for the PCs to abandon them.

At Richland Trading Post, the PCs should hire a guide to lead them overland to Yazak. Depending on which guide is hired, the PCs either sail up the coast and into the Empty Valley to an ambush in Dravya, travel overland to an earth mound from which they can follow a mysterious path to Yazak, or go directly overland to their rendezvous with the gathering tortle clans.

From Yazak, mysterious paths can be followed across the steppes to a solitary water hole. The wagon train of tortles, guarded by the PCs, next enters the enemy-held Dry Flats. The tortles' ancestral egg-laying grounds are located somewhere on the Dry Flats. Soon the newly-laid tortle eggs hatch in the warm sand, and the PCs are paid for their services in eggshell.

On their journey with the tortles, the PCs learn that the creatures worship a number of weather-worn stones in the region of the Great Northway — stones with legendary powers of teleportation which the tortles call the "Portals to Everyland." These mysterious gate stones, boulders with human-sized passages bored through them, hint at a means of travel far superior to even the waters of the Great Northway. Once their guard duty is fulfilled, and if they are willing to put off their exploration of the Great Northway, all the adventurers have to do is find the key to operate the gate stones and they can travel great distances instantly. The gate stones are jealously guarded by various warring factions, and no one seems to know the key to their operation.

Unknown to most of the rest of the world, female clerics of a group called the Chaotic Sisterhood have found the Great Northway's mouth. In order to exploit the area for their own gain and to drive off competition by profit seekers, the Sisters have developed a plan. Adventurers are discouraged and turned away from the area using local rumors and legends of terrible beasts, natural barriers, and head-hunting cannibals. The closer a party gets to the river's mouth, the more frantic the warnings become. Local native converts, working for the Sisterhood, attempt to thwart the invaders' progress by damaging ships, driving off mounts, and imprisoning the explorers.

The Chaotic Sisterhood has also formed an alliance with the spiderlike aranea and the saltwater snappers. The aranea of the Grass Plains live underground like giant, intelligent trapdoor spiders. The snappers of the Savage Gulf are intelligent shell-bearing relatives of the tortles. Furthermore, the Chaotic Alliance is driving the Lawful Alliance of the Yazak Steppes against the Neutral Alliance of the Bylot Hills, areas near the Great Northway. These latter two alliances, like the Chaotic Alliance, are composed of similarly aligned beings.

When the PCs decide to explore the Great Northway region, they may set out from any coastal city. The campaign coastline is dotted with primitive tribes, each with its own taboos and traditions. Some tribes are hostile, some are extremely friendly, and some may challenge the adventurers with dangerous sports.

Nefarious members of the Chaotic Sisterhood have taken control of one lost ruin and are responsible for the actions of local native converts. Flash

floods, native uprisings, and terrifying weather phenomena keep the party alert during its travels. Ruined cities and human-made trails entice the adventurers to explore.

Preparing for the Journey

The PCs may begin their journey in Slagovich, Mule Beach, Pramayama, Specularum, Ierendi, or the Isle of Dread, all of which were previously described in X-series modules for the D&D game (see Encounter Maps). You may have the PCs start from some other location more fitting to your campaign if you decide to fit the Savage Coast and its surrounding areas into your own campaign setting.

The PCs may travel by sea, by land, or by both. If PCs decide to travel by sea, they must acquire a ship. Most PC parties should have no trouble raising enough money to buy one, but if the PCs cannot afford a large ship, the DM should arrange for the party to rent or buy a boat that can sail the coastal waters.

PCs who follow the coastline or travel straight west from Slagovich over open water should enter Map 2 at the hex marked **B.** PCs who travel straight west from Mule Beach over open water should enter Map 2 at the hex marked **C.** PCs at hex **B** may sail along the coast to hex **C,** or vice versa. If the PCs sail out of sight of land and have no navigator aboard, check to see if they become lost.

If the PCs decide to travel by land from Slagovich, Mule Beach, or any of the lands north of the Savage Coast, they should enter Map 2 at the hex marked **A.**

During the PCs' travels, use the wilderness rules from the Expert rule book. The DM should roll 1d6 twice per game day for wandering monsters. On a roll of 1-3, use the Wilderness Encounter Tables from the Expert rule book (pages 30 and 35). On a roll of 4-6, use the Great Northway Wilderness Encounters (see end of module). PCs in this adventure encounter wandering monsters on Sand Beach, Western Sea, and Orcs Head Peninsula only. For additional encounters in these regions, the DM may want to use module X9's encounters as well.

The general weather patterns of this part of the world move from east to west but there is often wind from the north, west, and south. The coastal climate of this area is similar to the southeast United States. The inland climate changes to that of Southern California or the Mediterranean. Mild weather continues even during the winter, when the Yazak Steppes are not unlike the midwest United States prairie during spring or fall.

Thunderstorms in the Dark Jungle and gentle showers over the rest of the area occur year round. The Bylot Hills and the Dry Flats are arid because they are so far from any large bodies of water or mountain chains. The most dangerous weather occurs on the Yazak Steppes during the spring months of April, May, and June. Tornados, with destructive winds of up to 300 MPH, skip across the landscape at speeds up to 30 MPH. Tornadoes forming over water are called waterspouts. Strange objects, both organic and mineral, fall from the sky miles from where they are picked up by either sort of whirlwind.

Encounter Maps

Map 1 shows the continental position of the lands surrounding the Great Northway. Map 2 is an overall view of the Great Northway lands. It shows details of the continent, Orcs Head Peninsula, the Western Sea, and the Savage Gulf. The DM should prepare a rough map of the adventuring area for the players to use; only the coastline should be drawn in, leaving the rest of the map open for exploration. If the PCs have adventured through module X9, they may pencil in any features of the land they have learned about from previous exploration.

To get a better idea of how the Great Northway lands relate to other areas of the D&D game world, note that the eastern edge of Map 2 in this adventure connects with the western edge of the map of Hule, on page 31 of module X5. A section of the Savage Coast which connects with the southern edge of that map of Hule is found in the lower right hand corner of Map 2 in this adventure. The west edge of this inset map connects with the east edge of the main map. The map of Hule shows the port city of Slagovich with some of its surrounding terrain. Slagovich and Mule Beach both appear on the Wild Lands map in module X6. Pramayama appears on the Wilderness Map of the Great Waste in module X4. Specularum, Ierendi, and the Isle of Dread appear on the Continent map in module X1. The lower portion of Map 2 in this adventure duplicates the map of the Savage Coast on the outer gatefold of module X9.

Savage Coast Map Key

Map 2 is a large-scale wilderness map. Use this map as a guide when PCs travel by land or sea in the Savage Coast area. This map may also serve as an example of a large-scale wilderness design. You may want to base dungeon and wilderness adventures of your own on this map, or you may expand the map by designing wilderness areas where the map ends.

Below is a general key to the regions shown on the map. The key gives only a brief description of most areas. You may flesh out individual encounter areas with your own information. To read the map, start in the lower right corner and read clockwise around the face.

Sand Beach. This sandy, rolling stretch of land extends as far inland as one can see from the shore. The sandy shore is dotted with tall grass which forms dunes. Over the crests, the dunes sprout shrubbery that forms a blanket of grass clumps and bushes all the way north to the Yazak Steppes. Sand Beach stretches from the Gulf of Hule to Orcs Head Peninsula.

Claw Peninsula. Named after Claw Inlet which lies beside it, this sandy peninsula jabs into the Western Sea. The New Hope River meets the sea here. The New Hope Lawful Brotherhood Cleric Outpost stands at the tip of this peninsula.

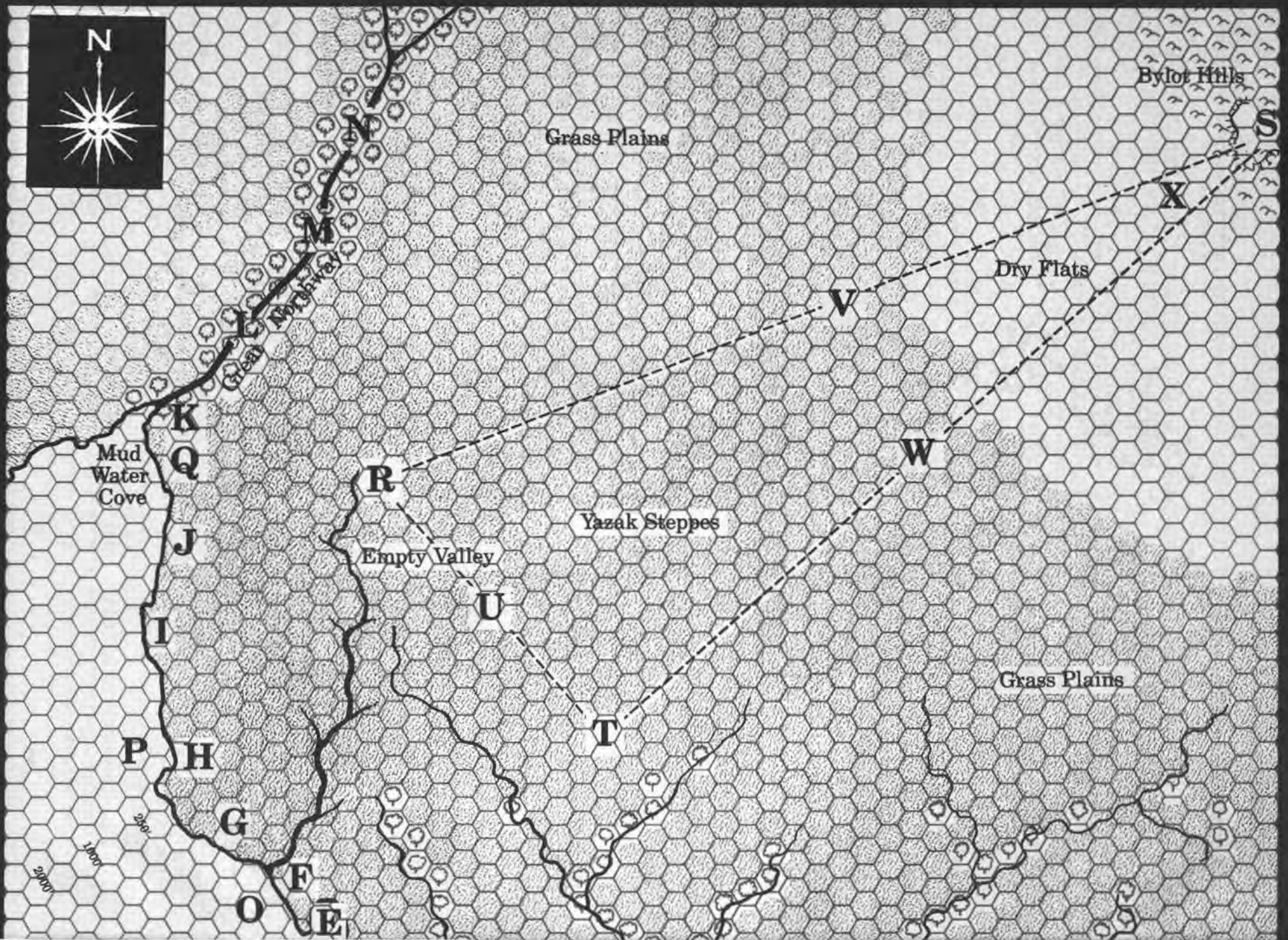
New Hope River. This navigable waterway can be sailed for at least 150 miles inland. Native villages, overhanging branches, and hostile vegetation provide adventure.

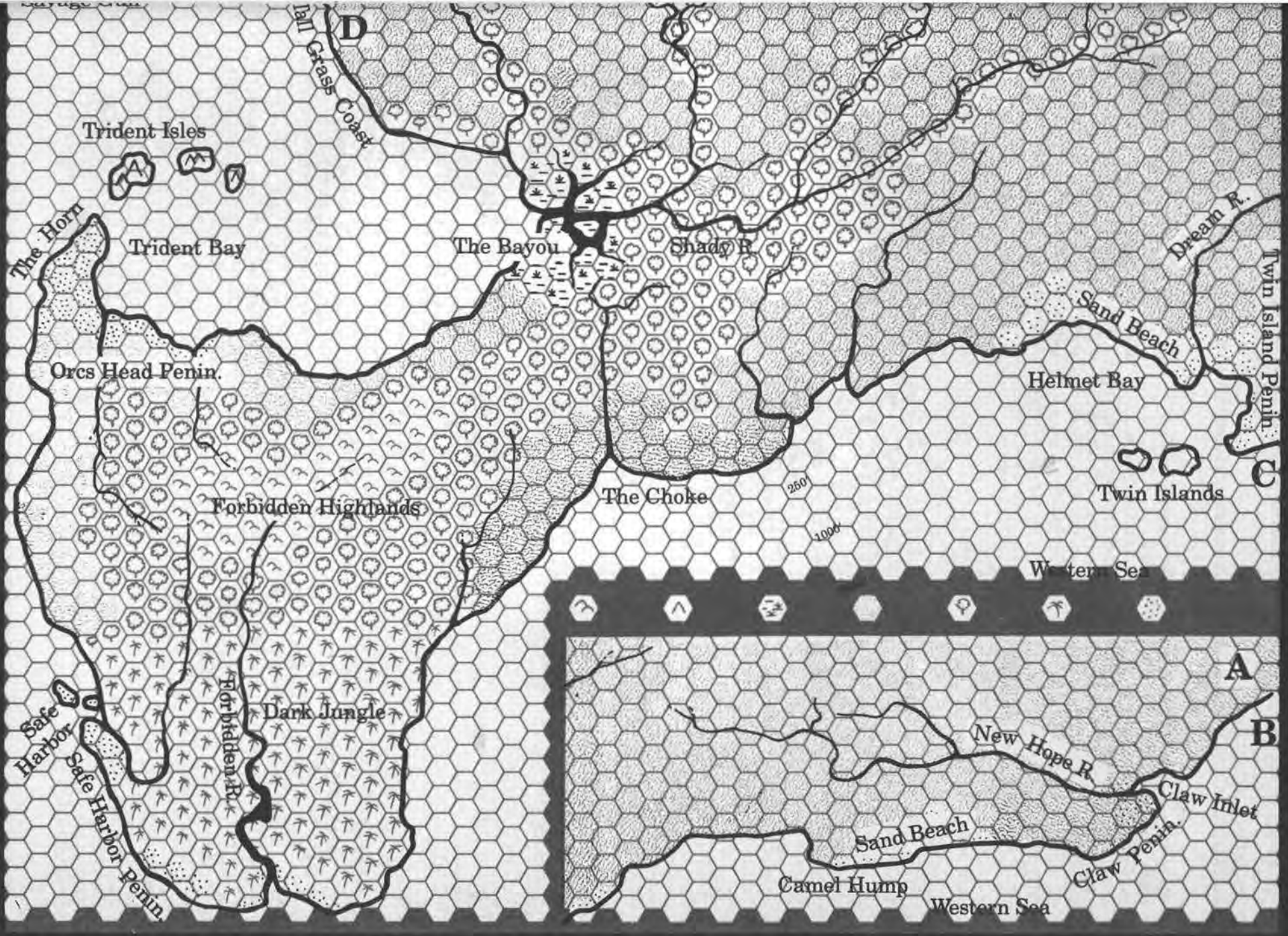
Camel Hump. This windblown bulge of camel-colored sand dunes and beach grasses presses out into the Western Sea. Dust devils skip along the beach obliterating footprints in a matter of minutes.

Twin Island Peninsula. This flat-topped sandstone finger of land points to matching islands offshore. The peninsula's 100'-tall cliffs serve as the rookeries of many sea birds. Its coastline is rocky.

Twin Islands. These look-alike islands are made of light grayish brown sandstone. They were cut off from the

MAP 2: GREAT NORTHWAY LANDS





1 hex = 24 miles

mainland peninsula by the ceaseless erosion of wave action. The flat, bush-covered tops of the islands are surrounded by 100'-tall sandstone cliffs, dropping to rocky coastlines. (Beware of the tyrannosaurus that lives here, according to module X9.)

Dream River. This waterway is navigable for over 75 miles inland. Strange vegetation inhabits these waters, and the Lawful Brotherhood Second Chance Cleric Outpost stands beside the mouth of this river.

Western Sea. This body of salt water lies south of the Savage Coast. It connects with the Gulf of Hule, Claw Inlet, Helmet Bay, and the Choke. The deepest parts of the Western Sea are the haunts of oversized sea monsters.

Claw Inlet. This curving natural harbor connects the New Hope River with the Gulf of Hule. Each spring, thousands of small edible fish crowd into this narrow inlet to lay eggs on the beach and then die.

Helmet Bay. This body of water once appeared on maps as a flattened, double-horned helmet. The Dream River flows into the east horn point. A sandstone reef lies just beneath the surface of this bay. Mermaids, marine decapi, and mysterious sea creatures inhabit this bay. Aranea lairs have been found inland, and fortified snapper egg-laying grounds have been found along the coast of Helmet Bay.

The Choke. This smooth cove marks the end of Sand Beach and the beginning of Orcs Head Peninsula. The Peaceful Lawful Brotherhood Cleric Outpost stands beside the mouth of the Choke River.

Orcs Head Peninsula. This oddly-shaped land mass, lying southwest of the Grass Plains, is a continuation of the Savage Coast.

Dark Jungle. This unexplored area is a subtropical forest overgrown with clinging vines and low-lying shrubbery. Gargantuan white apes inhabit this jungle. Daily thunderstorms drench this forest and feed rivers and streams which wind to the surrounding seas. Wildlife abounds in this region, especially along the winding banks of Forbidden River. The river is navigable for at least 75 miles inland but is prone to flash flooding. The rain forest's coastline is muddy. PCs may mistake the Forbidden River for the Great Northway. The demolished Forbidden River Lawful Brotherhood Cleric Outpost stands beside the mouth of the Forbidden River.

Forbidden Highlands. Grass and deciduous trees cover these rolling hills. Several of the peninsula's meandering rivers start in these highlands. The region is marked by beautiful waterfalls, where rivers plummet 50-100' over rocky cliffs. The ruins of the lost city of Risilvar lie in the Forbidden Highlands.

Safe Harbor Peninsula. This point of land is an extension of the muddy Dark Jungle coastline. (Module X9 mistakenly locates a tortle egg-laying ground on the tip of this peninsula. It is more likely a fortified snapper egg-laying ground.

Safe Harbor. The calm waters of this inlet are protected by nearby Safe Harbor Peninsula.

The Horn. This peninsula is the start of a rugged, rocky coastline much like the nearby Trident Isles.

Trident Isles. These rocky, mountainous islands resemble the tips of a huge underwater, three-tined spear. There is an orc village on one of these islands. The other two are uninhabited.

Trident Bay. This sheltered body of salt water lies north of Orcs Head Peninsula. Its northern extreme is partially marked by the Trident Isles. Dangerous reefs lie in Trident Bay. A phanaton settlement is located inland from the southern coast of the bay.

Savage Gulf. This stormy body of water lies west of Orcs Head Peninsula and the Grass Plains. Windswept waves scar the surface of the gulf and buffet its eastern shoreline.

The Bayou. This marshy, sluggish body of water is a confusing maze of water routes which connect Shady River to Trident Bay. A large cay-man compound is located in the heart of the Bayou.

Shady River. Large deciduous trees overhang this multi-branched waterway. Shady River empties into The Bayou and is navigable for hundreds of miles inland. PCs may mistake Shady River for the Great Northway.

Tall Grass Coast. A narrow layer of rich, dark topsoil nourishes tall grasses along this muddy coastline. The charred ruins of the Seaview Lawful Brotherhood Cleric Outpost lie beside the mouth of a short river along the coast.

Empty Valley. This 150'-deep rift valley contains little soil and fresh water. There is almost no plant or animal life. Empty Valley once held the Great Northway river, but an ancient earthquake changed the river's course. A deep, rocky valley now scars the Yazak Steppes. The stone canyon walls show both water erosion and geologic upheaval. A slight trickle of fresh runoff water sometimes splashes in muddy torrents from the cliff walls during flash floods caused by distant thunderstorms. Salt water from the Savage Gulf has infiltrated the sunken valley, making the chasm navigable by large ships for hundreds of miles inland.

Mud Water Cove. At the extreme north end of the Savage Gulf, the cool, muddy-brown water is shallower and less salty than in the rest of the gulf.

The Great Northway. This wide, powerful river empties into Mud Water Cove. It is navigable for thousands of miles inland except for a giant waterfall 240 miles from its mouth.

Grass Plains. All the land north of Sand Beach and east of Savage Gulf is called the Grass Plains. The dominant feature of the area is the Yazak Steppes, sometimes called the Dravish Steppes by the people of Hule.

Yazak Steppes. This vast, semi-arid, grass-covered plain is veined with tree-lined streams separated by rolling hills. Large herds of migrating animals move across the land, grazing with the seasons. Blooming purple sagebrush fills the air with a pleasant aroma.

Dry Flats. Rain rarely falls on this arid wasteland. Little plant or animal life can survive here.

Bylot Hills. These hot, dry hills are covered with dense thickets of shrubs and small trees. The rugged terrain is pockmarked with caves and burrows.

Great Northway Area Encounters

Each encounter described below is designed to take place in certain regions on Map 2. Check the Area Encounters Table to determine which encounters may take place in each area. Most regions have more than one possible encounter. For example, if the PCs are traveling through the Bayou region, they may become involved in any or all of encounters 2, 8, or 10. The DM decides how many encounters take place and in what order. If desired, the DM may have the PCs involved in one encounter per day, or he may subject them to three or four encounters in one day, depending on the terrain. Such

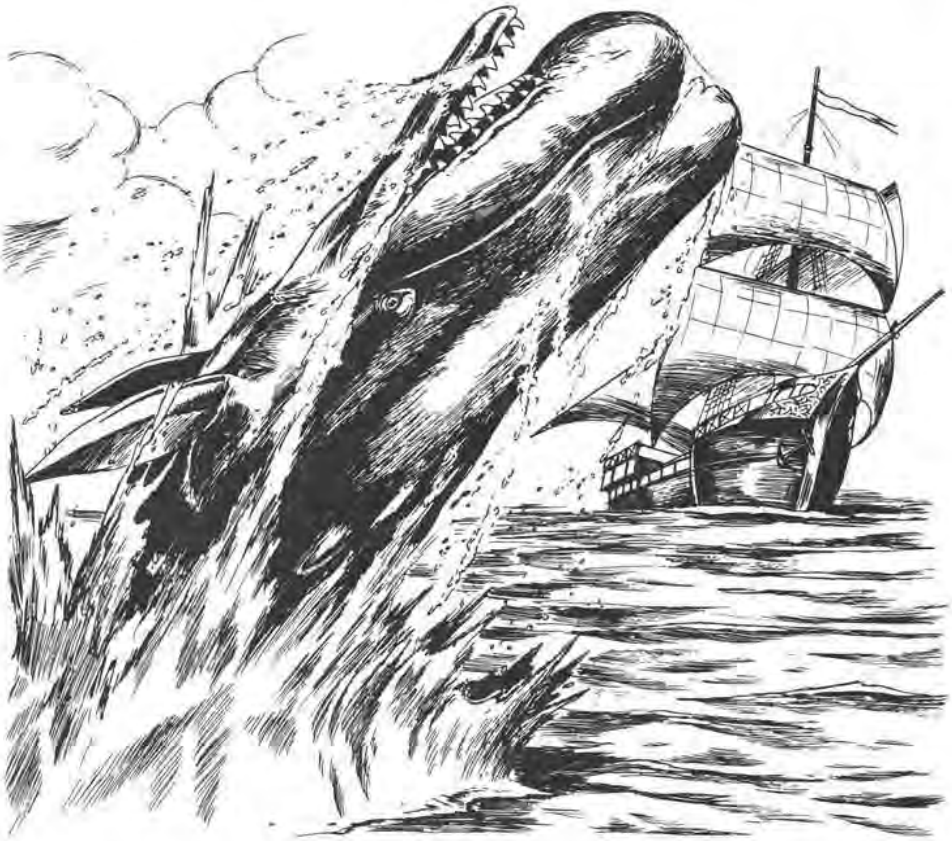
timing keeps the adventure exciting and mysterious for the players, and helps adapt the adventure to the DM's own campaign more smoothly.

Some encounters may occur only once. Others may occur several times in different terrains. Try to separate repeat encounters with at least one wandering monster encounter from the Great Northway Wilderness Encounter Tables. Not all the possible encounters in an area need occur.

Area Encounters Table

Map Area	Encounters
Bayou	1, 7, 9
Bylot Hills	4, 9, 11, 13, 14, 16
Camel Hump	4, 6, 11
Choke	7
Claw Inlet	7
Claw Peninsula	6, 11
Coastal Waters	7, 8
Coastline:	
Muddy	4
Rocky	12
Sandy	6
Dark Jungle	4, 15
Dry Flats	5, 9, 11, 13, 14, 16, 18
Empty Valley	1, 9, 11, 13, 15, 16, 17
Forbidden Highlands	4, 9, 13, 15, 17
Forbidden River	1, 10
Great Northway	1
Helmet Bay	2, 7, 8
Horn	4, 9, 11, 12, 13
Mud Water Cove	7
New Hope River	1
Open Sea	2, 5, 8
River (unnamed)	1
Safe Harbor	7
Safe Harbor Peninsula	4, 6
Shady River	1, 9, 10
Tall Grass Coast	3, 4, 5, 6, 9, 11, 15, 16, 17, 18
Trident Bay	2, 7, 8, 9
Trident Isles	4, 9, 12, 13
Twin Island Peninsula	4, 11, 12
Twin Islands	4, 12
Yazak Steppes	3, 4, 5, 9, 11, 16, 18

1. Tidal Bore. A single crest of water, 1' high, rushes upriver at a rate of 60' per round. It is currently 600' away. This encounter occurs twice a day at the same hours, within 24 miles of the mouth of a river. Roll 1d12 to determine the hour, A.M. or P.M., at which the crest moves past a particular point on any river.



The wave was caused by the surge of the incoming tide colliding with river water. PCs aboard a vessel suffer no damage if the ship's bow is turned directly into the wave. If the PCs turn the bow from straight downstream or attempt to reach shore, they are hit by the wave amidships, causing 1-6 hull points of damage to the vessel. Vessels moored along the shore suffer no damage from the bore. People along the shore may be swept into the water by the surge (60%), but otherwise take no physical damage from it.

2. Skurge

> Your vessel's timbers shudder with an eerie creaking sound. Just 600' ahead of your vessel, a single white plume of spray rises 30' above the waves. A 60'-long sea creature turns a single white eye above the foam as it approaches to menacingly circle 480' from your vessel.

The monster is Skurge, a **sperm whale.** It sees the vessel as a threat and rams the ship 10 rounds after spouting unless defeated. The whale causes 6-36 hull points damage in a successful ram. A vessel's armor class is found on page 43 in the Expert Set rule book.

Skurge attacks the largest targets first: ships, then lifeboats, then individuals. If the PCs attempt to fight Skurge in the water, man-sized or smaller creatures are swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature takes 3-18 hp damage from Skurge's stomach acid per round.

After ramming the vessel, Skurge dives and stays submerged half a mile deep for one hour. If the survivors have not moved into shallow water in one hour, the creature attacks again.

Any sharp or pointed hurled weapons doing maximum damage stay in the whale's body. Weapons which remain in the whale's body cause permanent damage which is not regenerated between battles. Missile weapons such as arrows, quarrels, spears, and lances (harpoons) are the most destructive. If Skurge is killed, its body floats on the surface for one day before sinking; implanted weapons can be retrieved during this time. If its intestines are searched, 10,000 gp

worth of waxy gray ambergris is found. The material fills 10 large trunks but weighs 1,000 cn. It is valuable to alchemists and perfumers.

This encounter should occur again and again until Skurge is defeated. Each time Skurge returns, the creature bears the scars of previous battles but is at full hit points unless weapons are stuck into its blubber.

3. Distant Thunder

> Thunder rolls in the distance. The noise begins to shake the ground, drowning out all other sounds. Gray clouds blow over you, smelling of dust and sweat. Suddenly, over the crest of a low hill 800′ away, a dark brown wave of 300 shaggy-headed beasts stampede in your direction.

The animals are **bison.** Each herd section is led by a larger animal, the bull. The 30 animals in each section move at a rate of 80′ per round. If the PCs do nothing for 10 rounds, they are caught in the stampede and suffer 1-20 hp damage from trampling. If the PCs stop or divert the bull leading the section closest to them, the section is also stopped or diverted. A bull can be diverted by fire, four-wheeled wagons, or objects more massive than a bison. There are no trees or boulders to hide behind. If there is a cliff nearby, the herd animals run over the edge, plunging to their deaths. Crossing water or stopping 10 herd bulls stops the stampede. Mounts stampede with the herd, throwing their riders under the herd 50% of the time. If the PCs *levitate* or fly above the herd, they are safe.

Ten rounds after the herd is encountered, wildfire streaks across the grassland, driven by the wind at 80′ per round.

> Now you smell smoke. In the distance, you hear the crackle of a fast-moving wildfire. A wave of heat and white smoke blows your way. Suddenly, over the crest of the same low hill that hid the bison herd, 10′-high flames race ahead of the wind, burning tall dry grass into black stubble.

Lightning has caused a grass fire which is moving in the PCs' direction. The scorching fire line causes 2-24 hp damage to unprotected PCs. Anyone who tries to avoid the flames by climbing, *levitating*, or flying above them receives 1-20 hp heat damage up to 10′ above the ground and 1-10 hp damage from 10-20′ above the ground. No heat damage is received above 20′. The flames cannot travel over scorched earth, ice, bare dirt, or water.

4. Rare Spices

> Drifting through the air are pleasant spicy scents you have smelled before at nobles' tables. Your mouths begin to water as the rich fragrances fill your nostrils. The nearby trees and shrubs are ordinary, worthless vegetation. From time to time you hear a deep buzzing sound coming from beyond the nearby shrubbery.

If any PC searches beyond the nearby common vegetation by following the scent or sound, read the following:

> You find small flowering plants and short trees which are the source of the pleasant odor. Flitting from branch to branch are several 3′-long giant dragonflies, also attracted by the pleasing odors.

To get to the spices, 2-12 dragonflies must be driven off or slain. The type of dragonflies present depends upon the terrain. If the spices grow on Orcs Head Peninsula, half the dragonflies are green and half are red. If the spices grow in the Bylot Hills, they are red and gold. If the spices grow anywhere else, the dragonflies are blue and gold.

Unlike full-sized dragons, the breath weapon of a dragonfly inflicts only 1 hp damage per hit die of the monster, and each breath is only 3′ long. Each breath normally affects only one creature, but a Saving Throw vs. Dragon Breath (for half damage) is allowed if the victim is not fighting the dragonfly in melee. Those in hand-to-hand combat have no saving throw against the breath. Each dragonfly can breathe and bite during each round of combat, and there is no limit to the number of breaths. The gold dragonfly can breathe either gas or fire at will. These dragonflies do not pursue if PCs retreat. Their treasures are the rare spices.

By touching, sniffing, or tasting the scented plants, a PC can discover what type of rare spice is present. Have the player roll 1d5 and refer to the Rare Spices Table. The PC should be told in

Rare Spices

d100	Rare spice*	Weight	Value
1	Saffron, Cigam**	4 cn	250 gp
2-3	Celery, Chervil	15	67
4-6	Tarragon, Rosemary	18	56
7-10	Savory, Sage	28	36
11-15	Allspice, Bay leaf	30	33
16-21	Dill, Garlic	32	31
22-28	Mace, Nutmeg	34	29
29-36	Basil, Sesame seed	36	28
37-45	Poppyseed, Aniseed	40	25
46-55	Caraway seed, Thyme	42	24
56-64	Cardamon, Marjoram	45	22
65-72	Cinnamon, Parsley	54	18
73-79	Cloves, Turmeric	56	17
80-85	Mint, Chili peppers	66	15
86-90	Onion, Cumin	72	14
91-94	Fennel, Mustard	75	13
95-97	Paprika, Ginger	84	12
98-99	Pepper, Coriander	126	8
00	Oregano, Fenugreek	130	7

* DM may choose which of the two is found.
** Cigam is a native plant which, when dried and ground, produces a sparkling powder. In hand-to-hand combat, if 1 cn weight of this powder is thrown into a living creature's face, the creature must make a Saving Throw vs. Paralysis or be paralyzed for 1-4 rounds.

secret which of the two spices indicated is found. No other rare spices are found for the period of one day. If any other PCs search for plants, they also find the same rare spice in an equal quantity. No more than four times the stated quantity may be found.

5. Deadly Whirlwind

> Huge white thunderheads lit from within by flashes of hot lightning pile high upon the western horizon. To the northwest, slanted purple rain is falling. To the southwest, the dark gray base of the white boulder clouds suddenly drops toward the ground. The wind blows increasingly harder, spitting large raindrops from the southwest. Suddenly, the surface wind dies and approaching dark green clouds boil across the sky.

Within 3-60 minutes a dark, funnel-shaped cloud, revolving counterclockwise, descends from the low clouds. The PCs cannot outrun the tornado, but they can outmaneuver it. After they have chosen their course of action, read the following.

> Suddenly, a light gray, needle-tipped funnel cloud descends from the low clouds above. Debris is scattered aloft as the howling wind becomes a dragon's roar. The spiraling cone turns black and grows wider, carrying all it touches high into the sky.

If the PCs stay in one place, or travel west or northwest, they are hit by the violent tornado. If the PCs travel north, they encounter light rain, then heavy rain and light hail. If the PCs travel northeast, they meet heavy rain and hail. If the PCs travel east or southeast, they are hit by light rain before the storm passes to the north. If the PCs travel south, the storm passes safely to the north. The most intense part of the storm lasts 2-24 minutes.

If the PCs are hit by the funnel cloud, the tornado carries 1-12 PCs (except those who found shelter in low-lying areas), 1-4 miles to the northeast. Each tornado passenger must make a Saving Throw vs. Death Ray or suffer 2-40 hp damage (half damage with save). Tents or shelters are torn and flattened. Anything not fastened down or worn blows 1-20 miles northeast.

Light hail causes 1-4 hp damage to anyone with AC 6 to AC 9. Heavy hail causes 1-6 hp damage to anyone with AC 4 to AC 9. Hail causes each untied animal to stampede 1-4 miles in a random direction. The animal's tracks may be visible, depending on the terrain, so they can be tracked down and (with luck) reclaimed.

6. Beach Rubble

> The receding tide strands pieces of bone-colored driftwood and rotting seaweed along the shore. Broken sea shells, putrid fish carcasses, and uprooted kelp lie strewn across the sandy beach. The gentle rippling of waves is the only sound.

Roll 1d6 and see the list below to determine what other items the PCs find along the shore:

1. *Shell.* A light gray, irregularly shaped shell with both halves intact lies half-buried in the sand. This marine mollusk is a pearl oyster. If the shell is pried open, the meat is rotten, but a pearl is found. If the pearl is not washed in salt water or rubbed in a mild abrasive, like salt, it is only worth 250 gp. Properly cared for, it is worth 500 gp.

2. *Amber.* A fist-sized, translucent, yellow-orange stone containing an immobile insect lies on the sand. This see-through stone is a fossil resin worth 100 gp whole. If the stone is broken open to release the insect, the amber is worth only 25 gp. The ancient winged insect is well preserved but long dead.

3. *Sailboat.* This small, abandoned boat drifted here from a native village during a recent storm. It has a hull made of reed bundles, a wooden mast, and a cloth sail. The boat is in good repair and could hold two PCs plus 1,000 cn additional weight.

4. *Mound.* Only 100′ ahead is a 5′-high mound of wet sand. The mound is 10′ in diameter and looks recently deposited. It is too far from the water's edge to have been caused by wave action and too wet and crumbled to have been piled up by the wind. PCs can climb the mound with ease. The first PC to reach the mound notices the beach sand has been pushed up by a great force. Suddenly the mound trembles, shifts, and expands. One round later, a giant **marine slime worm** erupts through the mound and throws the nearest PC into the air. It then attacks the closest PC it senses.

Marine slime worms attack with surprise whenever possible. They swallow their prey whole on an unmodified hit roll of 18 or more. Swallowed prey takes 2-12 hp damage per round until dead or free (similar to a purple worm). These monsters are giant-sized burrowers that secrete a sticky substance which coats their entire bodies. The slime does not affect attacks. They roll in the sand and pick up whatever is lying there. This particular slime worn is coated with sand, shells, seaweed, and gems. If the worm is defeated, the PCs gain one 1,000 gp opal, two 500 gp topazes, 10 garnets worth 100 gp each, and 20 onyx stones worth 50 gp each.

5. *Jellyfish.* A small white sack filled with clear gas and trailing several white tendrils lies baking in the sun. This dead jellyfish was washed up on the shore. If stepped on or struck the sack will pop harmlessly. The danger is in the stinging tendrils, which cause 1 hp damage each time touched by bare flesh.

6. *Footprints.* A set of bare human footprints lead along the beach for 100 yards before they turn inland. The footprints lead to a burned-out ceremonial clearing littered with the dead remains of native villagers. The footprints belong to a **native enchanter** (AC 9; MU5; MV 120′ (40′); #AT 1 bow; Dmg by weapon type + poison; Save MU5; ML 7; AL N; spells: *magic missile, read magic, ESP, web, fire ball)* standing in the center of the ceremonial grounds.

These burial grounds may also be haunted (at the DM's discretion) by seven skeletons, five ghouls, four wights, or three wraiths. A nearby native village may or may not be friendly, according to its location and the DM's discretion.

7. Salt Water Driftage

> Your boat rises and falls with the rocking waves. Sea birds wheel overhead, and you hear the distant roar of surf on the shore. These blue, salty waters contain few fish.

Roll 1d6 and see below to determine what item the PCs find:

1. *Flag.* Brightly-colored fabric is wrapped around a human-sized body floating past. Someone aboard recognizes the cloth as the flag of the Kingdom of Ierendi. The flag shrouds the

sword-scarred body of a recently killed swashbuckler who was buried at sea. If the clerical spell *speak with the dead* is cast on the corpse, the deceased spirit may be questioned. The swashbuckler was commissioned by aristocratic families of the Kingdom of Ierendi to find the Great Northway's mouth. His ship was attacked by female pirates casting clerical spells. He remembers nothing else.

2. *Lifeboat.* An empty lifeboat blows past. Someone aboard the PCs' vessel recognizes the skillful shipbuilding handiwork of the Empire of Thyatis. This well-built lifeboat has 15 hull points and contains 10 iron rations.

3. *Fishing Boat.* A water-logged, blood-stained fishing boat missing its sail and mast sloshes by, trailing a fishing line. If the fishing line is hauled in, a sealed tube is found at its end. The tube contains a common rock to keep it submerged and a map of the Savage Coast which accurately shows the mouth of the Great Northway. The PCs will not know if the map is accurate. The damaged boat has only 5 hull points left.

4. *Barrel.* A red-painted barrel tied to a new yellow rope bobs 150' from the bow of the PCs' ship. The barrel is a buoy to warn passing ships of an undersea rock outcropping. If the PCs sail a large vessel within 50' of the barrel, their ship strikes the rocks for 2-24 hull points damage. The barrel is sealed with pitch.

5. *Aerial Assault.* Twenty circling sea birds begin dropping inedible **saltwater termite larvae** on the PCs' deck. The dirty-white insects attach themselves and begin burrowing through the wood immediately. The birds drop 1-4 larvae per round but are frightened away by loud noises, rapid movement, or bright light. The young insects attach themselves to any available wood immediately and can only be fought for two rounds before they burrow out of sight into the ship's timbers. These grublike creatures do not bite unless cornered. Instead, they use an inky black spray for defense. When frightened above water, a normal "to hit" roll must be made. A victim hit by the spray must make a Saving Throw vs. Poison or be paralyzed and blinded for one turn. Each larva causes 1 hull point damage to the vessel before exiting into the sea.

6. *Seaweed.* A bed of green kelp floats by. The kelp (2d20 rations) is edible but not tasty.

8. Sea Dragon

> The blue-green water stretches out to the horizon where the sea and sky meet. Few sea birds fly overhead. Flying fish occasionally glide past. These salty green waters abound with fish. Skimming along the horizon is what appears to be a small, yellow-crested green dragon. Instead of legs it has finlike wings with which it paddles through the water. The creature dives and later surfaces, sending a double plume of mist skyward. With its head and neck above the surface it begins to circle your vessel, spiraling closer and closer with each revolution. It seems to be examining your ship.

The **sea dragon** is 360' away when it surfaces and begins circling. Each revolution it moves 60' closer (6' per round) to the vessel. Its approximate range, revolution time, hit modifiers, and hull point damage are as follow:

Condition	Rnds.	Rng.	Mod.	Dmg.
Surfaces	—	360'	0	0
1st revolution	36	300'	0	0
2nd revolution	30	240'	0	0
3rd revolution	24	180'	−1	1-4
4th revolution	18	120'	−2	1-8
5th revolution	12	60'	−3	1-12
6th revolution	6	0'	−4	1-20

Ninety rounds (1½ turns) after surfacing, the sea dragon completes its third revolution and is 180' from the vessel. The turbulence of the water sets the ship spinning, and anyone within the whirlpool suffers −1 to his chance to hit. The vessel takes 1-4 hull points damage from the whirlpool.

Unless attacked, the sea dragon reaches the vessel and begins biting and spitting 126 rounds (2 turns and 6 rounds) after surfacing. A sea dragon can spit up to three times per day, but there is a 50% chance of it using this weapon at any particular time. Those spit at must make a Saving Throw vs. Dragon Breath or die. This poison loses its effectiveness after one round. The bite of a sea dragon is not poisonous.

This particular sea dragon is not able to talk or cast spells. It can be subdued if PCs dive into the water and strike with the flats of their swords. Its treasure lies in a hidden sea cave along the nearest shore. The cave contains 3,375 cp; 25,000 sp; 1,250 ep; 1,750 gp; 3,125 pp; five rubies worth 1,000 gp each; 10 native necklaces worth 1,300 gp each; and a sleeping female sea dragon. She has stats as above, 32 hp, and can speak and cast six spells: *charm person, protection from evil, sleep, detect invisibility, ESP,* and *invisibility.*

9. Plagues from the Sky

> A small, dark cloud in an otherwise clear sky grows in size and moves directly above you. Suddenly, hundreds of objects begin to fall from the cloud.

Roll 1d10 and see below to determine what falls from the sky on the PCs. Where two items are listed, the DM may choose which falls. Anyone with AC 4 or better, or who reaches shelter, receives no damage. The items continue to fall for 1-10 rounds.

d10	Falling Items	Dmg/Rnd
1	White fibers	0
2	Flesh and blood	1
3	Frogs/Toads	1-4
4	Pebbles/Nuts	1-6
5	Stones/Rocks	1-8
5	Fish/Eels	2-8
7	Ice blocks	1-10
8	Birds/Bats	2-12
9	Burning sulfur	1-20
10	Fiery meteors	1-100

10. Menace from Above

> Branches of large trees along the riverbanks overhang the waterway. The living tunnel is dim and humid. Vines and dead branches hang touching the water's surface. Birds and insects fly beneath the protective canopy as leaves, twigs, and blossoms fall from above.

Roll 1d6 each game hour to see if something falls from the overhanging branches onto the PCs or their vessel. If you roll a 1, roll 1d10 and see below to determine what falls:

1. *Biting Gnat Cloud.* Each PC must make a Saving Throw vs. Death Ray or be driven to jump into the water to escape the stinging insects. Fire, smoke, ice, cold, or gas drives the biting gnats away. Anyone not leaping into the water suffers a total of 1 hp damage from a multitude of tiny bites.

2. *Corpse of Hanged Man.* The corpse wears a robe and carries nothing. If a clerical *speak with the dead* spell is cast

on the corpse, its spirit may be questioned. This man was an adept of the Lawful Brotherhood on a journey back to civilization. He was captured and lynched by three Chaotic Sisterhood members for no apparent reason.

3. *Crab Spider* (See chart, pg. 62).

4. *Fresh Nuts.* These windfalls cause 1 hp damage to anyone whose head is uncovered but provide one ration of food. The tree above supplies 2d20 rations worth of nuts.

5. *Giant Ant* (See chart, pg. 62).

6. *Giant Centipede.* The centipede's bite does no damage, but the victim must make a Saving Throw vs. Poison or become violently ill for 10 days. PCs who do not make their saving throws move at half speed and are not able to perform any other physical action.

7. *Giant Horned Chameleon Tongue.* A chameleon in the trees above shoots out its sticky, 5'-long tongue. A successful hit means that loose, unprotected objects may be pulled from the vessel to the chameleon's mouth. Stuck victims may be bitten for 2-8 hp damage.

8. *Gray Ooze* (See chart, pg. 62).

9. *Ripe Fruit.* An amount of fruit equal to 1d10 rations falls on the PCs' ship. The tree above can provide 10d10 rations worth of ripe fruit.

10. *Snail.* This land murex has a colorful, frilled shell. If its shell is broken open or if the meat is sliced, a handful of yellowish fluid squirts out. After exposure to light for one round, the yellow fluid changes to purple dye which stains anything it touches. The dye will not wear off for over a week. Although the dye is neither magical nor harmful, PCs will not know this.

11. On the Move. The PCs are not the only group moving across the sea. Roll 1d6 and see below to determine what type of group is encountered.

1. *Robison the Crusader* (AC 9; HD 2; hp 10; MV 120' (40'); #AT 1; Dmg by weapon type; Save F2; ML 8; AL LG) is a warrior who lost his way during a holy war seven years ago. His clothing and hat are hand-made of leather and he carries a leather umbrella. He was befriended by *Yadirf,* a barefoot **native.**

If the PCs approach Robison, he is struck with awe at seeing them. If spoken to in the common tongue, he is friendly. He knows where everything on the Savage Coast is located, including the Great Northway. If asked, he gives the party directions to anywhere they want to go. If the party chooses to invite him, he and Yadirf accompany the party as NPCs.

2. 2-12 *Clerics of the Chaotic Sisterhood* (spells: *cause light wounds, darkness, cause fear, confuse alignment, silence 15' radius, cause disease, striking)* are all female. This party of well-armed but poorly provisioned clerics does not spot the PCs unless the PCs try to get their attention. The clerics are traveling toward Dravya and choose not to accompany the PCs. The chaotic clerics are likely to circle around and attack the PCs at night after calling on their native allies for reinforcements.

3. 2-12 *Clerics of the Lawful Brotherhood* (spells: *cure light wounds, light, remove fear, know alignment, silence 15' radius, cure diseases, striking*) are all male. This party of unarmed but well-provisioned clerics does not spot the PCs unless the PCs try to get their attention. The clerics are traveling to Richland trading post and will accompany the PCs or deliver messages to Richland for them. They will also share their provisions, *cure disease,* and *cure light wounds* on the spot.

4 and **5.** A party of 12 well-armed and provisioned *explorers* does not spot the PCs unless the PCs try to get their attention. There are two types of explorer groups: one from the Kingdom of Ierendi (4) and the other from the Empire of Thyatis (5). Both parties were sent out by their respective governments to locate the mouth of the Great Northway. Eleven of these scouts are **human warriors.** A human **swashbuckler** leads the party.

If the PCs approach the scouts in a friendly manner, the scouts speak in common. If asked, the scouts share their provisions with the PCs and tell the PCs their quest.

6. *Deer herd* (3-30) Each deer can provide 10 rations.

12. On the Rocks

> The water has stranded pieces of battered driftwood and shredded seaweed along the shore. Worthless broken shells, scaled fish, and uprooted plants lie strewn among the rocks. The crashing sound of waves is a constant roar. Sea spray is blown yards from the sea onto the eroded rocks.

Roll 1d6 and see below to determine what other items the PCs find lying

along the rocky shore:

1. *Sea shells.* Half a dozen rough, spiny, spiral seashells lie clustered near the edge of the surf. These frilled murex shells are from sheltered seas. Their calm home waters must have been disturbed for them to be cast up on this beach. If a shell is broken open or if the meat is sliced, a handful of yellowish fluid squirts out. After exposure to light for one round, the yellow fluid changes to purple. This purple dye stains anything it touches and takes over a week to wear off. The dye is worth 1 gp per shell to dyers and alchemists. It is neither magical nor harmful, but PCs will not know this. There are 5-20 murex shells lying in a bed 25' underwater, just off the shore where these few shells were found.

2. *Drums.* Distant heavy drumming fills the air, first to one side of the PCs, then far off to the other side, as if natives are signaling each other.

3. *Leftovers.* Still smoking are the remains of a cooking fire complete with broken shells, fish heads, and bird bones. It appears that someone left this place in a hurry. If the PCs search the fire, they find glowing embers and a dead sea bird, rolled in mud, baking beneath the

coals. The meal is the equivalent of two rations, fragrant with expensive, rare spices.

4. *Statue.* Facing the sea is a 2'-tall stone statue of a two-legged, multi-toothed reptile. The statue is holding a short spear in its forepaws. The gray stone statue weighs about 1,000 cn but is worthless. It is a native carving designed to guard the land against reptile invaders from the sea.

5. *Amoeba.* A 30'-deep tidal pool, 30' in diameter, is filled with a strange, clear fluid. The fluid looks like water but quivers in the breeze instead of forming waves. The pool's rocky bottom is easily seen. There are no trapped fish, shells, seaweed, or starfish in the pool. Floating in the pool's center is a 1'-diameter, gray, spherical cloud. The tidal pool's fluid is actually a **giant amoeba** protoplasm; the floating gray cloud is the amoeba's nucleus. All other animal and plant life in the pool has been absorbed by the amoeba. Any plant or animal matter placed in the pool slowly dissolves and disappears. Any inorganic material such as metal or rock slowly sinks to the bottom of the pool. Weapons or magic used against the amoeba cause it to leave its pool and ooze toward the sea using its pseudopods in defense. The amoeba does not move unless attacked. Anyone touching the creature with bare flesh suffers 2-12 hp acid damage.

6. *Seals.* A herd of 30 brown **fur seals** lies basking in the sunlight. If the PCs approach within 40' of any seal, the entire herd is startled and stampedes toward the water. If they stampede over the PCs, the PCs suffer 1-20 hp damage. The animals' pelts are worth 100 gp each.

13. Valuable Minerals

> The rocks in this area glint with mineral deposits. Much of the stone contains worthless fool's gold and salt crystals.

If any PC examines the rocks closely by picking one up, sitting down on top of, or climbing over any, that PC discovers valuable minerals. Have the player roll 1d5 and see below. The PC should be told in secret what was found. If that PC continues to search, no other riches are found for the period of one day. If any other PCs search the rocks, they also find one random valuable mineral. Only one valuable mineral may be found per PC per day no matter how hard the PCs search.

d100	Minerals found	GP value
01-10	Turquoise flakes	5
11-20	Quartz crystals	10
21-33	Citrine, uncut	25
34-45	Onyx, uncut	50
46-60	Garnet, uncut	100
61-75	Silver ore	300
76-85	Topaz, uncut	500
86-95	Gold nuggets	750
96-98	Opal, uncut	875
99-00	Ruby, uncut	1,000

14. Neutral Alliance Patrol

> Dust rises in the distance. A herd of 20 horses ridden by robed humans leads a pride of 10 sabre-tooth tigers ridden by cat-headed humanoids.

The group does not see the PCs and is traveling toward the Bylot Ruins. If approached in a friendly, open manner, the PCs are invited to travel with the patrol. Lupins, dervishes, and tortles are not welcome. Hostilities may (50% chance) break out against such individuals unless weapons are thrown down or a white flag of truce is shown. If the party approaches within 1,000' of the patrol in a secret or hostile manner, they are spotted 50% of the time. Intruders are not welcome, whoever they are, and the patrol members will attack.

Each of the **pagans** is armed with a normal sword and carries 1-10 gp. Each of the **rakastas** is armed with war claws and wears jewelry worth 10-100 gp. The **sabre-tooth tigers** are controlled with knee pressure and heavy riding crops. They are also fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakastas to leap off their mounts (up to 20') and attack in the same round. These "tame" sabre-tooth tigers are too ferocious to be ridden by any non-rakasta.

15. Phanaton Expedition

> You are suddenly surrounded by a chittering, gesticulating mass of monkeylike creatures that have dropped and glided from the trees or popped up out of the tall grass.

This group of phanatons represents their tribal king, who is worried about the Chaotic Alliance threatening the lawful phanaton way of life. The phanatons welcome anyone interested in defeating the Chaotic Alliance. As the phanatons see the situation, the snappers want to expand their territory beyond the Tall Grass Coast. The Chaotic Sisters want to overpower the Lawful Brotherhood. The aranea are traditional phanaton enemies and attack phanatons on sight. Fortunately, other chaotic creatures, like the orcs, are too disorganized to pose a serious threat.

This group consists of a **phanaton subchief** and **war chief,** five **subchief bodyguards,** seven **war chief bodyguards,** and 30 adult **phanatons.**

16. Aranea Traps

> As you move across a treeless area clear of shrubbery, you hear a hollow echo beneath your feet. The ground seems to be undermined below you.

Without trees, wild **aranea** live underground. Stepping on the well-concealed trapdoor alerts the four aranea that live in this underground lair. Upon careful inspection, a camouflaged, human-sized trapdoor can be found and pried open. A white-walled shaft drops 30' straight down and intersects with a tunnel connecting various chambers. The web-lined lair resembles a white-walled cave. Many pieces of crude furniture made of web, vine, and wood are woven in place on the floor of these lairs. The four aranea attack intruders, one aranea from each tunnel direction as the other two climb nearby shafts to attack anyone on the surface outside the invaded shaft. The intelligent giant spiders have woven treasure worth 1,000-4,000 gp into the ceiling of each of their lairs for safekeeping. These aranea are wild and do not have spell books.

17. Chaotic Alliance Camp

> Smoke rises in the distance. A circle of a dozen leather lean-to shelters surrounds a smoldering fire. Armed orcs move among the shelters and occasionally a bow-armed snapper appears between lean-tos.

The campers do not see you and are waiting for nightfall to break camp. If observed after nightfall, they are traveling toward the Dravya Ruins. If the party approaches within 1,000' of the camp in a secret or hostile manner, they are spotted 50% of the time. Intruders are not welcome, whoever they are, and the campers defend themselves. If the party approaches in a hostile manner, the campers alert everyone in camp to help defend.

If the PCs approach this temporary Chaotic Alliance camp in a friendly manner, they are invited to stay and eat. Hostilities may (50% chance) break out against non-chaotic individuals unless weapons are thrown down or a white flag of truce is shown. If the PCs throw down their weapons or speak on friendly terms in the common tongue, the monsters meet them with lowered weapons and welcome them into their camp. Once inside, the monsters surround and attack them. The monsters attempt to capture the PCs alive, holding them until Chaotic Sisterhood members arrive (cumulative 10% chance per day) to determine their fate.

Each of the twelve lean-tos houses six **orcs,** all armed with spears. The orcs are lead by an **orc chieftain.** Among the lean-tos are four **ogres,** a **troll,** and a **snapper.** Each orc carries 3-24 cp. Each ogre carries 2-8 gp. The troll wears two armbands each worth 2,000 gp, and the snapper carries 1-6 pp.

18. Lawful Alliance Patrol

> Dust rises in the distance. A huge pack of 40 dire wolves ridden by dog-headed humanoids armed with lances approaches.

The group does not see you and is traveling toward the Yazak Ruins. If approached in a friendly, open manner, the PCs are invited to travel with the patrol. Rakasta, pagans, and nomads are not welcome. Hostilities may (50% chance) break out against such individuals unless weapons are thrown down or a white flag of truce is shown. If the party approaches within 1,000' of the patrol in a secret or hostile manner, they are spotted 50% of the time. Intruders are not welcome, whoever they are, and patrol members defend themselves.

Each of the **lupins** is armed with a lance and carries 20-120 cp, 10-80 sp, or 1-20 electrum pieces. Only the lupins can ride the **dire wolves.**

Set Location Encounters

Each encounter below is set in a specific hex on Map 2. When the PCs enter a lettered hex, refer to the corresponding encounter to determine what, if anything, the PCs see in that area.

Locations **A, B,** and **C** are guideposts to help you mark the PCs' movement toward or away from the Great Northway's mouth. When the PCs are in a specific region (the Yazak Steppes, for example), use the notes given under the Savage Coast Map Key to describe their current surroundings.

The following encounters should occur as given only once (the first time the PCs enter that lettered hex). If the PCs leave a lettered hex and return later, alter the encounter based on the PCs' first visit to that area.

If attacked, the natives defend themselves to the death. If captured and questioned, natives do not involve the Chaotic Sisterhood but state there is "very much badness" where the PCs are going. Asked to explain, the natives tremble in fear and shake their heads.

A. Land Route. Start here if the PCs followed the coast on land from cities to the east.

B. Coastal Route. Start here if the PCs followed the coast by water or sailed due west from Slagovich.

C. Open Sea Route. Start here if the PCs sailed due west from Mule Beach.

D. Richland Trading Post

> Snuggled on the tall grass prairie against the foaming sea is the last remnant of civilization. A small cluster of buildings surrounds a rectangular palisade guarding a tower perched on a man-made hill. White wisps of smoke rise from chimneys mingling with the odor of freshly plowed fields. Robed figures can be seen leading farm animals along quiet dusty streets. Helmeted figures appear from time to time making the rounds of the catwalk inside the palisade. The post's gates are open,

and its drawbridges are down. A single 50′-long dock juts into the surf from the south edge of the settlement. No vessels are tied to the unattended dock.

The trading post is populated by an exotic mixture of greedy merchants, daring adventurers, artistic craftsmen, dusty prospectors, stoic natives, peace-loving clerics, and amiable tortles. Richland is the jumping off point for expeditions into the vast unexplored wilderness to the north. Expeditions are painstakingly provisioned, and knowledgeable guides are hired. Raw materials collected from the untamed wilds are traded here for the manufactured products of civilization. Controlling most of the business transactions in Richland is Trader Jack, an ex-mercenary, ex-adventurer, ex-pirate, expatriate.

Trader Jack, shipwrecked on the site, built a motte-and-bailey tower to stake his claim to the surrounding rich but hostile lands. Clerics of the Lawful Brotherhood were granted permission to build outside Richland's palisade soon after its founding. This arrangement proved mutually beneficial and soon adventurers, explorers, traders, and craftsmen arrived to visit and eventually stay. Richland is a free city, not aligned with any nation, order, or race. All alignments are tolerated, but overt hostility is quickly and severely quenched by the local inhabitants.

If the PCs enter the trading post in a friendly, nonviolent manner, they are met and welcomed. It is the Brotherhood's custom to be hospitable by providing food and shelter to travelers. The party is shown to rooms in the hostel. Supplies, armor, weapons, and equipment repairs are all provided at cost. If the PCs have escorted the tortles here by boat, they can buy wagons and draft horses for the overland part of their journey. All wounds are healed by the clerics if they are politely asked. A donation is appreciated but not required.

The PCs are asked where they are going. If they answer they are trying to find the mouth of the Great Northway, the clerics look at them with surprise and fear. The Brothers warn everyone of terrible beasts, natural barriers (tidal waves, whirlpools, reefs), and head-hunting cannibals to the north. Worst of all are the chaotic legions made up of saltwater snappers, underground aranea, and The Sisterhood. If asked where the mouth of the Great Northway is, 90% of the clerics say they don't know; 10% of the Brothers can give rough directions.

If any male PC speaks in the Lawful tongue, that PC is invited to worship in the chapel, to become a member of the Lawful Brotherhood, and to leave the group of explorers. Female PCs are not allowed inside the chapel. Any damage to property while staying at the post must be paid for with treasure or labor. Any crimes committed during the party's visit, including females entering the temple, are punished by banishment from the post.

Soon after the PCs settle into the hostel, **Heathgate** (AC 5; HD 5; hp 32; MV 120′ (40′); #AT 1; Dmg by weapon type; Save F5; ML 9; AL N; chain mail armor, two-handed sword), a human fighter who has been working as a wilderness guide for several years, finds the party and introduces himself. He will gladly guide the party to any desti-

nation for 200 gp per month. Heathgate owns a horse and carries his own food and supplies, but wants 20 gp in advance. He claims to be neutral and trustworthy. The price is fair, but other guides might do the job for less. If hired, Heathgate will lead the party to area U. He refuses to approach Yazak because it is controlled by the Lawful Alliance. Heathgate is of neutral alignment and fears for his life.

Zhingler (AC 9; HD 2; hp 11; MV 120′ (40′); #AT 1; Dmg by weapon type; Save F2; ML 8; AL C; sword) is a human wilderness guide who will do the job for 100 gp per month and does not want to be paid anything in advance. He appears if Heathgate is not hired. Zhingler is experienced and well known. He is also chaotic and, if hired, leads the party by ship up the coast and into the Empty Valley, to an ambush in Dravya. He has no supplies, horse, or ship of his own.

The last human wilderness guide to approach the party is **Lynuel** (AC 5; HD 6; hp 36; MV 120′ (40′); #AT 1; Dmg by weapon type; Save F6; ML 10; AL L; chain mail armor, battle axe). He claims to be lawful and know the shortest and safest route to Yazak. Instead of a salary, he asks 400 gp be donated (in advance) to the clerics of the Lawful Brotherhood, to whom he owes his life. Lynuel is expensive but honest. If hired, he will do his best to lead the party directly overland to Yazak. Lynuel owns a horse and can provide his own food and supplies.

A guide does not have to be hired to lead the party, but without one the party will have little chance to find the tortle gathering place at Yazak.

The PCs will have extensive opportunity to explore Richland Trading Post in Part 2 of this adventure (issue #7).

E. Tall Grass Coast Landing

> A small group of natives on the shore wave frantically at your party. They do not appear to be hostile and are not armed.

Ten **natives** led by a **warrior** and traveling on foot or by canoe approach the PCs. They attempt to warn of a terrible monster living in the direction the PCs are traveling, though they cannot give a clear description of it.

F. Empty Valley River Landing

> A steep, narrow staircase cut into the rocks leads from a small wooden dock to the cliff top 100′ above.

Each PC must roll his dexterity or less on 1d20 to climb the staircase safely. If the dexterity check fails, the PC falls 50′ into the sea.

At the top of the staircase, a stone-lined path follows the course of the Empty Valley River to the Dravya Ruins (area R). Twenty **natives** led by a **warrior,** traveling on foot or by canoe, secretly approach the party.

If the PCs are traveling by ship, the natives attempt to cut the anchor or mooring lines at night so the vessel drifts aground, downstream, or out to sea. If the vessel runs aground, it takes 1-4 days work to free the craft.

If the PCs are traveling by land, the natives attempt to cut loose and stampede the party's mounts at night. It takes 1-4 days work to collect all the animals.

G. Savage Gulf Beach Landing

> A pure white sand beach stretches along the shoreline below rolling dunes. Ships can easily be beached on this shore.

Thirty **natives** led by a **warrior,** traveling on foot or by canoe, secretly approach the party. If the PCs are traveling by ship, the natives attempt to set the sails and rigging on fire, stranding the vessel. Rowers can move a sailing ship at one-third speed if the PCs have no spare sails aboard.

If the PCs are traveling by land, the natives attempt to steal all mounts from the party.

H. Reef Point Landing

> Ships can be moored to tree trunks leaning out from shore. A narrow path has been hacked through the underbrush leading roughly northeast.

The narrow footpath leads to the Dravya Ruins (area R). Forty **natives** led by two **warriors** and a **hero,** traveling on foot or by canoe, approach the party, beating their shields and chanting, "Tray Sure! Tray Sure!" ("Treasure!") They are friendly but demanding.

If the PCs are traveling by ship, natives in canoes attempt to surround their vessel. If the PCs do not give the equivalent of 10 or more gp worth of treasure to each native, the natives attempt to board the vessel. They do not really want a fight, only to come aboard and look for treasure.

If the PCs are traveling by land, the natives attempt to surround the party. They want treasure but do not want a fight. If the PCs do not give the equivalent of 10 or more gp-worth of treasure to each native, the natives attempt to take the treasure from PCs' pockets or from the pack animals.

If the party allows the natives to search, the natives attempt to loot all the party's treasure. If interfered with, the natives defend themselves while running away with any loot they have grabbed. If the natives are questioned, they claim to be allowing the PCs to pay tribute in return for "safe passage" through their territory. The natives warn the PCs that great dangers lie ahead.

I. Yazak Steppes Cliff Landing

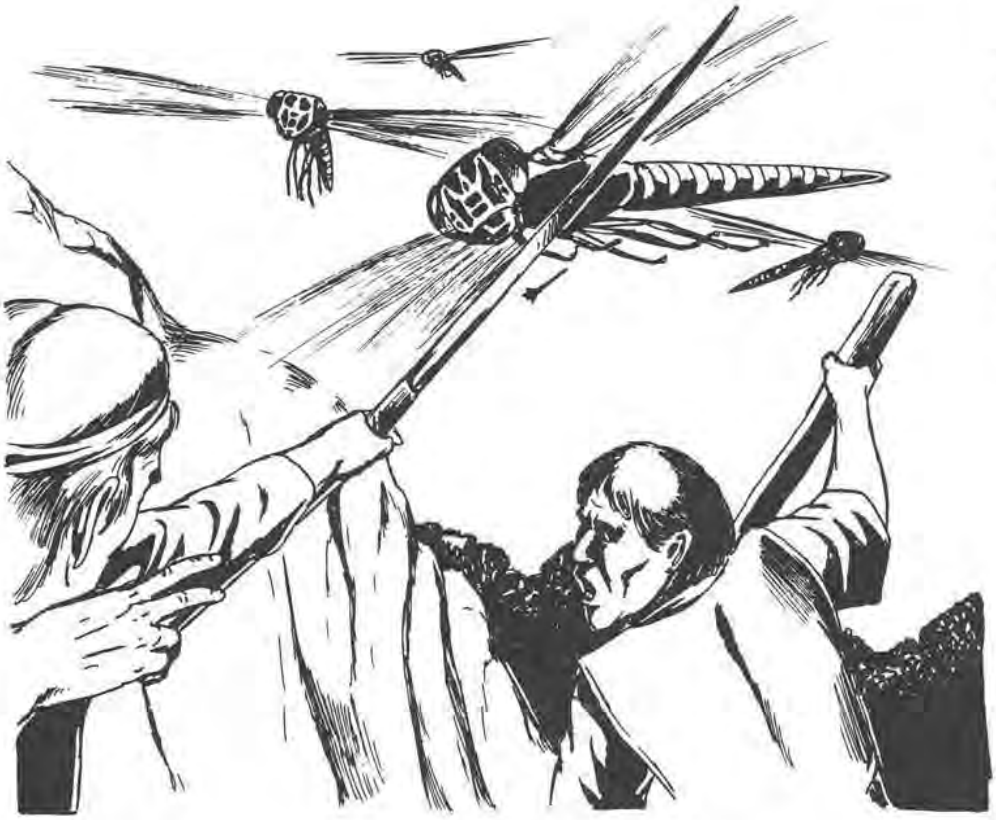
> A steep, narrow staircase cut into the rock leads from a small wooden dock to the cliff top 50′ above.

Each PC must roll his dexterity or less on 1d20 to climb the staircase safely. If the dexterity check fails, the PC falls 25′ into the sea.

At the top of the staircase, a stone-lined footpath leads northeast to the Dravya Ruins (area R). Fifty **natives** led by two **warriors** and a **hero,** traveling on foot or by canoe, secretly approach the party.

If the PCs are traveling by land, the natives attempt to kill all the party's mounts by poison or combat.

If the PCs are traveling by ship, the natives attempt to board the vessel and overpower those aboard. If the PCs are captured, the natives attempt to load them aboard six-person boats. The PCs are given paddles and directed to paddle out of sight while natives aim drawn bows at their backs. As the PCs paddle away, their captured vessel is sailed toward the Empty Valley River and then upstream to the Dravya Ruins. The natives were trained in seamanship by the Chaotic Sisterhood, who confiscate the vessel and return it only if all trea-



sure, maps, and logbooks are turned over to them. The Sisters claim that the natives warned the PCs to turn back or be killed. They luckily were only set adrift and their vessel turned over to the Sisters. The Sisters warn the PCs to turn back now or meet with a worse fate.

J. Mud Water Cove Landing

> A narrow path has been cut through the tall prairie grass leading due east.

The narrow path leads across the prairie to the Dravya Ruins (area R). Sixty **natives** led by three **warriors** and a **hero,** traveling on foot or by canoe, secretly approach the party.

If the PCs are traveling by ship, the natives attempt to board the vessel and kill those on board. If any PC jumps overboard, *levitates,* or *flies* away from the ship, that PC escapes. The captured vessel is sailed up the Empty Valley River to the Dravya Ruins. The natives were trained in seamanship by the Chaotic Sisterhood, who confiscate the vessel and return it only if all treasure, maps, and logbooks are turned over to them. If the PCs are traveling by land, the natives attempt to capture the party members. If the party is captured, the natives carry them, bound hand and foot, to the Dravya Ruins where the captured party is turned over to the Sisters. The Sisters only release the PCs if all treasure, maps, and logbooks are turned over.

In either case, the Sisters claim the natives warned the PCs to turn back or be killed, but luckily they (or their vessel) were only detained and turned over to the Sisters. The Sisters warn the PCs to turn back now.

K. Great Northway Mouth Landing

> A stony, weed-lined path starts at the riverbank and leads due east.

The weed-lined path leads to the Dravya Ruins (area R). Seventy **natives** led by three **warriors** and a **hero,** traveling on foot or by canoe, secretly approach the party.

If the PCs are traveling by land, the natives try to kill the party members.

If the PCs are traveling by ship, the natives attempt to board the vessel and kill those on board. Any party members who escape see their cargo looted and their vessel set on fire and destroyed.

If PCs escape to the Dravya Ruins, the Chaotic Sisterhood claims that the natives warned the PCs to turn back or be killed. They "luckily" were spared to become prisoners of the Sisters, who confiscate all treasure, maps, and logbooks.

L. Cropland

> Unarmed natives cultivate wheat and corn fields beside a broad river. Small canals and ditches provide the fields with life-giving water. Fishing lines and nets reach out into the river. Dogs bark in the distance as children stand waving at you unafraid.

If the PCs land, they find innocent, hard-working farmers and fishers. The fields are irrigated with water lifted from canals by human-powered water wheels. The natives have nothing of value to trade, but can give the PCs food and water. In the fall during harvest, they trade grain by weight for gemstones or gold nuggets. They do not understand coinage or magic items. The legends of stupid savages using gold nuggets for fishing weights is untrue. The only valuables these industrious people have are a golden harvest of grain each fall and a year-round supply of fish.

In addition to spears, clubs, and bows, each native male defends himself, family, and village with 1-4 trained **dogs.**

M. Great Northway Waterfall

> The distant sound of rushing water becomes a thundering roar as a mile-wide waterfall 150'-high comes into view. The sight of white water plunging over moss-green cliffs into the muddy-brown river is stunning. Rainbow mists drift from the waterfall's base to dampen the riverbanks downstream for a mile.

The Great Northway waterfall is impassible by water vessel. The cliffs forming the falls are part of a rift which runs south along the Empty Valley where the river once flowed. When the

earthquake which destroyed the Dravish cities occurred, the land west of the Empty Valley tilted toward the Savage Gulf. The Great Northway's course was shortened, and the river plunged into the rift and along a new fissure to the sea instead of following the now Empty Valley. It is nearly impossible to portage water vessels around the falls. The sheer 150′ cliffs run unbroken to the south. The best chance of overcoming the falls is to travel 24 miles or more to the north where the grade is less steep.

Vessels or individuals in the water within 500′ of the base of the falls are caught in the undertow and suffer 10-200 hull points damage or 10-100 hp damage. Vessels or individuals in the water within 1,000′ of the top of the falls are drawn over the falls and suffer 5-100 hull points damage or 5-50 hp damage plus the undertow damage listed above.

N. Floating Island

> Upstream, rounding a river bend, is a flat, grass-covered floating island about 300 yards in diameter, slowly floating downstream. Birds stand on the island's 4′-high shore. There is only a little space to pass the island on either the inside or outside curve of the river bend.

The island is a sudd, a floating mass of vegetation which broke free from a riverbank upstream during a flood. There is plenty of room on the river to avoid the mass if the PCs pilot their vessel to the inside curve of the river bend. If the PCs try to pass on the outside bend, the sudd crushes their vessel against the riverbank causing 3-18 hull points damage. Any individual pinned between the sudd and the riverbank suffers 1-6 hp damage. The PCs can also avoid the sudd by moving downstream faster than the island, then turning and passing it on a straightaway instead of a curve.

The island easily supports anyone's weight. If the PCs land on the sudd, there is a 25% chance per turn their vessel is crushed unless they pull it onto the floating island. When the PCs land on the sudd, they disturb 12 nesting **dragonflies** with 3′ wingspans. The six white and six black creatures attack furiously. They have no treasure, but the sudd contains fruit trees that can supply 5d10 rations.

For more information on dragonflies, see Great Northway Area Encounter #4.

Care must be taken to get off the sudd before it floats downstream 96 miles (four hexes). In 24 hours, the sudd reaches the Great Northway Waterfall and is destroyed going over the falls. Vessels or individuals in the water or on the sudd within 1,000′ of the brink of the falls are drawn over the edge and suffer damage as listed for area M.

O. Surfers

> Twelve natives are riding the waves into shore on thin wooden planks. They kneel on the planks and paddle out to deep water. When a large wave begins to form, they stand on the planks and ride to shore on the wave crest.

If the PCs approach the surfers in an open, friendly manner they are invited to try to ride the planks. Roll 1d20. If the number rolled is less than or equal to the PC's dexterity, the surfer successfully rides a plank to waist-deep water near shore. If the roll fails, the surfer wipes out in water 6′ deep or more. To add injury to insult, the plank hits the would-be surfer in the head, causing 1-6 hp damage.

If over half the party members successfully surf into shore, the natives happily trade information or belongings with the PCs. The natives are willing to trade food or weapons for gemstones and normal items (including animals), but they do not understand the concept of coins. If the PCs try to trade an item which is obviously magical, there is only a 25% chance that the natives accept it.

If the PCs approach the surfers in an unfriendly manner, the natives attempt to flee. They have no weapons and live somewhere inland.

P. Cliff Divers

> Twelve natives are diving head first off cliffs 100′ high. Before they leap, they run to the edge so they are sure to clear the rocky cliff face. On the way down their arms sweep around until their hands meet, and they enter the pounding surf pointing straight down. After the divers resurface, they climb back up the cliffs to dive again.

If the PCs approach the divers in an open, friendly manner they are invited to try the cliff dive. Roll 1d20 twice and compare the value rolled to the PC's dexterity. If the first number rolled is less than or equal to the PC's dexterity, the diver successfully misses the cliff wall. If the number rolled is greater, the diver painfully grazes the rock wall and suffers 2-12 hp damage. If the second number rolled is less than or equal to the PC's dexterity, the diver safely and successfully enters the water. If that number is greater, the diver painfully strikes submerged rocks, suffering 3-18 hp damage. If the PC cannot swim or is weighted down in the surf, he drowns unless rescued by party members.

If over half the party members jump off the cliff, the natives happily trade information or belongings with the PCs. The natives are willing to trade food or weapons for gemstones and normal items or animals, but they do not understand the concept of coins. If the PCs try to trade an item which is obviously magical, there is only a 25% chance the natives accept it.

If the PCs approach the divers in an unfriendly manner, the natives will attempt to flee. They have no weapons and live somewhere inland.

Q. Muddy Water

> The water in this cove is brownish, and the air smells odd.

If the PCs touch the water, it feels cool. If they taste the water it is fresh, not salty. If they plumb the depth, they find the water is fairly shallow and the bottom muddy.

Lost Ruins

Read the general description below followed by the specific description for a each lost ruin. PCs will have the opportunity to explore these lost ruins in more detail in Part 2 of this adventure (issue #7).

> Scattered over a square mile is the rubble of a ruined city. The most conspicuous structure in the city is a central 50′-tall mound. Several huge stones with holes the size of a man bored through them stand about the central mound. Stone arches stand 20′ over some streets. The rest of the

ruin is only 10′ high or less, with a few 20′-tall stone pedestals and 30′-tall brick pillars poking above the rubble.

Most of the buildings within the city were built of sun-dried bricks. A few 10′-tall wooden beams stand where they once supported wooden roofs. All archways and round pedestals are built of stone. The 50′-tall mound is of packed earth.

These ruins have been deserted for centuries. Nothing perishable remains. Vegetation grows on wall tops and through cracks in paved streets. An earthquake has cracked streets, broken buildings, and toppled columns. Rubble generally lies in a northwest to southeast pattern. The earth mound is unaffected. Only the sound of wind fills the once-busy streets.

R. Dravya Ruins

Scavenger birds wheel above a city overgrown with dead weeds. A cold wind moans through the empty streets of the vast deserted city. The ruins lie trapped between desolate grasslands and a deeply eroded riverbank squeezing a trickle of stagnant water.

These ruins are the stronghold of the Chaotic Alliance: spiderlike aranea, saltwater snappers, and members of the Sisterhood. The aranea do not live in the stronghold. Spell-casting Sisters guard the ruins with the help of enchanted monsters and the snappers.

S. Bylot Ruins

Skinny sheep and goats graze on sparse grasses surrounding an ancient, dusty city. Ruins stand on the broad vastness of a plateau.

These ruins are the stronghold of the Neutral Alliance: feline rakastas, nature-worshipping pagans, and flock-herding nomads. The nomad tribe consists of 300 fighting men plus 600 non-combatants that tend flocks on the city outskirts. These 900 peaceful people want to migrate with their flocks to fresh grazing land on the Yazak Steppes. They welcome anyone who helps them on their quest. They can pay for safe passage with 100 of their finest animals, worth 10 gp or three standard rations each. The rakastas and pagans will not travel with the nomads.

The Neutral Alliance controls the Dry Flats and the Bylot Hills. They are at war with the Lawful Alliance of lupins, dervishes, and tortles who hold the Yazak Steppes. The war is a racial conflict between the rakastas and lupins, and a religious conflict between the pagans and dervishes. The normally peaceful nomads and tortles, who once migrated as they willed, have sided with the various factions for protection.

The warring factions can be separated by clever PCs who suggest making the Dry Flats an unclaimed no-man's-land between the Bylot Hills and Yazak Steppes (or by some other suggestion). Tortles and nomads are then free to cross the zone and serve as a buffer between the hostile Alliances. The nomads can move their flocks to better grazing land on the steppes, and the tortles can reach their egg-laying grounds. With luck, the rakastas and pagans will never see the lupins and dervishes.

T. Yazak Ruins

Gray-yellow dust clouds rise to the east of a weed-choked ancient city. The ruins spread across a square mile of grass-covered plain.

These ruins are the stronghold of the Lawful Alliance: dog-headed lupins, human dervishes, shell-bearing tortles, and members of the Brotherhood. The tortles worship the gate stones that stand near the base of the city's central earth mound.

A caravan of 100 horse-drawn wagons is forming on the eastern edge of the city. One hundred tortle couples, armed with light crossbows, are preparing to travel by wagon train to their ancestral egg-laying grounds on the Dry Flats at the base of the Bylot Hills. During this trip, they need adventurers to scout ahead, serve as sentries, and fight off enemy attacks. So, even if the PCs have brought their tortle charges here safely, their job is not yet over. In return for the PCs' services, the tortles intend to pay them 1,000-4,000 empty eggshells, worth 10 gp each to alchemists and armorers in civilized lands. The lupins and dervishes will not travel with the tortles.

Earth Mounds and Paths

Mysterious paths (see Map 2) connect the lost ruins and intersect several large earth mounds on the Yazak Steppes. Only PCs who look down from the tops of the mounds or fly at least 20′ above the paths are able to see these roads.

PCs who investigate what they have seen from above find the paths were made by clearing away stones on the surface to reveal the soil, which is the same color as the rocks. The difference between the soil and the stones is in texture only, so the paths are only noticeable from above.

The paths are human-made, are not magical, and are almost perfectly straight. The paths pass straight over all terrain and disregard vegetation and barriers. They cut across streams, up hills, and over rolling grassland.

These paths had a religious significance to the ancient people who scratched them out. The lines correspond with the *teleport* directions of the magic gate stones (see Part 2).

U. Ring-Shaped Earth Mound

A mile in the distance a small hillock rises 20′ above the otherwise flat ground. The hummock appears to be an earth mound overgrown with trees and shrubs. Upon closer inspection you can see that the mound is perfectly round and about 50′ in diameter. Various animal tracks and heavily-traveled trails converge on the area.

The mound is of human origin and is neither natural nor magical. It's shape is a symbol for the gate stones found in the lost ruins. If the mound is excavated, no treasure is found. If the mound is scaled or viewed from above, read the following description.

The center of the earth mound is a 10′-diameter circular depression; the earth mound is actually ring-shaped. Rainwater has collected in the center depression, and the earth mound serves as the only water hole for miles around. Thick patches of shrubs and trees grow out of the water, and the air is filled with the calls of nesting birds.

You plainly see two straight, unswerving paths leading from the earth mound's base. The paths extend to the northwest and southeast. The long, 5′-wide paths are almost impossible to see at ground level.

If the water is approached, the PCs note that a dozen thorny dwarf trees growing out of 3′-tall mounds of sickly-looking green leaves surround the water hole. The footprints of animals lead to and from the water's edge, where lily pads float on the clear, still water.

If any PC or PC's mount approaches within 5′ of the water, the four nearest **archer bushes** attack, spraying the victim with thorns. The water hole cannot be approached safely until all twelve archer bushes are defeated.

The water in the central pool measures 5′ at its deepest point. Paths visible only from the air or the earth mound top connect with Dravya to the northwest and Yazak to the southeast.

V. Two Semicircular Earth Mounds

Large birds circle in the vast blue sky. A mile ahead, a small hillock rises 20′ above the otherwise flat ground. The hummock appears to be an earth mound overgrown with trees and shrubs. When you approach the mound, you discover that it is perfectly round and about 50′ in diameter. A 10′-wide ditch bisects the circular earth mound into two equal semicircles. The ditch runs roughly east to west. Various animal tracks and heavily-traveled trails converge on the area.

The mound is of human origin and is neither natural nor magical. It's shape represents the symbol for a tortle eggshell broken in half. If the mound is excavated, no treasure is found. If the mound is scaled or viewed from above, read the following description.

Rainwater has collected in the center ditch, and the earth mound serves as the only water hole for miles around. Thick patches of shrubs and trees grow out of the water and the air is filled with the calls of nesting birds.

You plainly see two straight, unswerving paths leading from each end of the earth mound's ditch. The long, 5′-wide paths are almost impossible to see at ground level and extend to the west and east farther than the eye can see.

If the water is approached, the following description should be read.

Along each bank of the ditch are 10′-wide swaths of cattails and sawgrass. The footprints of animals lead to and from the water's edge where lily pads float on the clear, still water. The reflection of a large bird flashes across the mirrored surface.

If any PC or PC's mount approaches within 5′ of the water, three circling **giant hawks** swoop to attack. The water hole cannot be approached safely until all the giant hawks are defeated.

The water in the ditch measures 2′ at the deepest point. The paths connect with Dravya to the west and Bylot to the east. The sawgrass causes 1 hp damage per 10′ to the unprotected skin of anyone who runs through it.

W. Tortle-Shaped Earth Mound

A mile in the distance a small hillock rises 20′ above the otherwise flat ground. The hummock appears to be an earth mound overgrown with trees and shrubs. Upon closer inspection, you can see that the mound is shaped like a tortle. The mound measures 50′ from the tip of the tortle's nose to the tip of its tail. A 10′-wide depression surrounds the base of the earth mound.

Rainwater has collected in the surrounding depression and serves as the only water hole for miles around. Thick patches of shrubs and trees grow out of the water, and white rose bushes bloom on the sides of the earth mound. The air is filled with the calls of nesting birds. Various animal tracks and heavily-traveled trails converge on the area.

The mound is of human origin and is neither natural nor magical. It is in the

shape of the symbol for a newly hatched tortle (called a tort). The water-filled depression measures 2′ at its deepest point. If the water is crossed in order to scale the mound, the two nearest white rose bushes uproot themselves and attack the nearest PC or PC's mount. The eight white rose bushes are actually **vampire roses.** The water hole cannot be approached safely until all the vampire roses are defeated.

If the mound is excavated, no treasure is found. If the mound is scaled or viewed from above, the PCs can plainly see two straight, unswerving paths leading from the nose and tail of the earthen tortle. The path from the nose of the tortle extends to the northeast toward Bylot; the path from the tail runs to the southwest toward Yazak. The long, 5′-wide paths are almost impossible to see at ground level.

X. Tortle Egg-Laying Ground

A strange collection of wind-sculpted boulders stands on a sandy flatland of desolation. The variously-sized boulders look like frozen trolls, monoliths, slugs, shark fins, piles of corpses, whales, cattle, and tortles. Scattered among the statues at the base of the nearby hills are roofless corrals with 6′-high walls built of piled stones. Each corral's entryway is a narrow, winding, roofless tunnel.

The stone walls surround the tortle's ancestral egg-laying grounds. Tortles usually live 40-50 years, mating and producing children only near the ends of their lives, and laying their eggs in family egg-laying grounds near their homes. Once every hundred years, however, all mature tortles make a religious pilgrimmage to their ancestral egg-laying grounds on the Dry Flats. The tortles believe that the Flats are the well-spring of their race, and that the sands there are imbued with a special life essence. The children hatched in the ancestral egg-laying grounds are considered a special, blessed generation, and their parents, who normally die soon after the eggs are laid, are granted an extra 10 years of life to guard and raise these special torts.

There are four corrals standing on the Dry Flats. If the PCs are accompanying the tortle wagon train to these grounds, read the following description.

The caravan splits into four lines, and 25 tortle couples set up camp around each corral. You lose track of the old sage's family as wagons are pulled into a circle outside each corral to form a temporary pen for the draft horses. Once settled into camp, the tortles busily collect stones to repair fallen walls.

Seven days after arrival, 25 female tortles enter each corral to lay 10-40 eggs each. The 25 male tortles take up defensive positions on the corral walls, in the wagons, atop the boulders, and around the entrance to the corral. Three days after the eggs are laid in the blessed warm sands of the Dry Flats, the baby torts hatch and are carefully loaded into the wagons. The various groups break camp and form a caravan which prepares to return to the Yazak Steppes where food is more plentiful.

After the torts are carefully loaded, the mercenaries are paid 250-1,000 eggshells per camp. Moist tortle eggshell can be fashioned into objects such as armor and shields. When dry, the hardened eggshell is lightweight but stronger than plate metal. Tortle eggshell armor has an Armor Class of 1. It takes 25 eggshells to armor the average human-sized body. The white armor can be painted and does not soften if re-moistened.

Continuing the Adventure

The PCs are welcome to accompany the tortles back to the Yazak Steppes, even though they are no longer obligated to guard the wagon caravan. Or, they may choose to search for the Great Northway, explore Bylot, or return to Richland Trading Post. If the tortles are asked where the Great Northway is located, they tell the party to travel 840 miles due west.

If the PCs enter the ruined city of Bylot, they may learn the secret of operating the gate stones. The Neutral Alliance will even offer to sell their gate stones for 10,000 pp each or the equivalent in other valuables. The PCs may then return to conquer the Chaotic Alliance in Dravya, search for the Great Northway, or guide nomads from Bylot to new grazing lands on the Yazak Steppes. A peace treaty between the Neutral and Lawful Alliances may be made with the PCs' help. If the Great Northway is found, the PCs can build rafts to float downriver. A floating island, a dangerous waterfall, and friendly natives may be encountered.

At any time, the PCs may attempt to return to Richland Trading Post and civilization. If the adventurers return to their home port with a map showing the mouth of the Great Northway, they will be commissioned to return and explore the continent's heartland, and may be sent to find the source of the Great Northway in the land of Frosthaven.

The players may choose to have their PCs sail straight to the mouth of the Great Northway. Once the site is located, they will want to sail straight back to civilization for their reward. (The DM may want to influence the PCs to land along the Tall Grass Coast if they bypassed it before.) Details for completing this adventure will appear in issue #7, in Part 2 of *Tortles of the Purple Sage.*

Great Northway Lands Encounter Tables

Roll 1d6 and refer to this table to determine which monster table to check.

1d6	Woods, Clear, Grassland	Hills, Valley, Barren	River	Swamp	Ocean	Jungle
1	Animal	Animal	Animal	Dragon	Dragon	Animal
2	Animal	Dragon	Dragon	Flyer	Flyer	Animal
3	Dragon	Flyer	Flyer	Flyer	Swimmer	Dragon
4	Flyer	Tribe	Swimmer	Swimmer	Swimmer	Tribe
5	Tribe	Tribe	Swimmer	Swimmer	Swimmer	Tribe
6	Unusual	Unusual	Tribe	Tribe	Tribe	Tribe

Animals

1d6	Barren, Clear, Grassland	Woods	River	Valley, Hills	Jungle
1	Caecilia	Bear, black	Amoeba, giant	Caecilia	Caecilia
2	Dog, normal	Centipede	Decapus, marine	Dragonne	Centipede
3	Horse, draft	Devil swine	Gray ooze	Dog, normal	Dragonne
4	Horse, war	Dog, normal	Gray ooze	Horse, draft	Purple worm
5	Purple worm	Owl bear	Rat, normal	Horse, war	Rat, normal
6	Rust monster	Rust monster	Termite, fresh	Rust monster	Rust monster

Tribes

1d8	Clear, Grassland	Woods, Jungle	River, Swamp	Valley, Barren, Hills	Ocean
1	Dervish	Aranea	Cay-men	Dervish*	Snapper
2	Lupin	Dervish	Cay-men	Lupin*	Snapper
3	Native	Lupin	Cay-men	Native	Snapper
4	Nomad**	Native	Tortle	Nomad	Snapper
5	Orc	Pagan	Tortle	Orc	Snapper
6	Pagan**	Phanaton	Tortle	Pagan	Snapper
7	Rakasta**	Rakasta	Orc	Rakasta	Snapper
8	Tortle	Tortle	Orc	Tortle*	Snapper

* Except in Bylot Hills and Dry Flats. Roll again.
** Except in Yazak Steppes. Roll again.

Flyers

1d10	All Terrains
1	Dragonfly, black
2	Dragonfly, blue
3	Dragonfly, green
4	Dragonfly, gold
5	Dragonfly, red
6	Dragonfly, white
7	Hawk, normal
8	Hawk, giant
9	Pocket dragon
10	Pocket dragon

Unusuals

1d12	All Terrains
1	Djinni, lesser
2	Doppleganger
3	Efreeti, lesser
4	Golem, amber
5	Golem, bone
6	Golem, bronze
7	Invisible stalker
8	Living statue, crystal
9	Living statue, iron
10	Living statue, rock
11	Hypnosnake
12	Shadow

Swimmers

1d6	River/Lake	Swamp	Ocean
1	Amoeba, giant	Amoeba, giant	Amoeba, giant
2	Amoeba, giant	Amoeba, giant	Decapus, marine
3	Gray ooze	Decapus, marine	Fish, giant rock
4	Gray ooze	Gray ooze	Giant, storm
5	Hydra, sea	Gray ooze	Gray ooze
6	Termite, fresh	Termite, swamp	Termite, salt

Dragons

1d6	Clear/Barren, Grasslands	Woods/Jungle	River/Ocean	Swamp	Hills/Valley
1	Chimera	Chimera	Chimera	Chimera	Chimera
2	Dragon, blue	Dragon, gold	Dragon, gold	Dragon, black	Dragon, gold
3	Dragon, gold	Dragon, green	Dragonne	Dragon, gold	Dragon, red
4	Dragonne	Dragonne	Hydra, flying	Dragonne	Dragonne
5	Hydra, flying	Hydra, flying	Hydra, sea	Hydra, flying	Hydra, flying
6	Wyvern	Wyvern	Wyvern	Wyvern	Wyvern

COMBINED MONSTER STATISTICS TABLE

Name	AC	HD	Move	#AT	Dmg	Save	ML	AL	Source
Amoeba, giant	9	15	30'(10')	1	2-12	F7	10	N	CC50
Ant, giant	3	4*	180'(60')	1 bite	2-12	F2	7	N	B25
Aranea	7	3**	180'(60'), in web 120'(40')	1 bite	1-6 + poison	MU3	7	C	CC6
Archer bush	7	2	3'(1')	1	1-4	F1	12	C	CC 5
Bear, black	6	4	120'(40')	2 claws/1 bite	1/3-1/3/1-6	F2	7	N	B26
Bison, bull	7	4	240'(80')	1 butt	1-8	F1	5	N	E46
Caecilia	6	6*	60'(20')	1 bite	1-8	F3	9	N	E46
Cay-man	7	2	90'(30')	1 bite or weapon	1-4 or BWT	F1	8/9	N	CC33
Centipede, giant	9	½	60'(20')	1 bite	poison	NM	7	N	B28
Chameleon, giant horned	2	5*	120'(40')	1 bite/1 horn	2-8/1-6	F3	7	N	B32
Chimera	4	9*	120'(40'), fly 180'(60')	2 claws/3 heads + breath	1-3/1-3/2-8/1-10/3-12 + 3-18	F9	9	C	E47
Cleric, Chaotic Sisterhood	4	7	120'(40')	1	BWT	C1-7	9	C	–
Cleric, Lawful Brotherhood	4	7	120'(40')	1	BWT	C1-7	9	L	–
Crab spider	7	2*	120'(40')	1 bite	1-8 + poison	F1	7	N	B38
Decapus, marine	5	4	3'(1')	9 tentacles	1-6 ea.	F2	9	C	CC64
Deer, herd animal	7	2	240'(80')	1 butt	1-4	F1	5	N	E46
Dervish	V	1	120'(40')	1	BWT	F1	10	L	E53
Devil swine	3 (9)	9*	180'(60'), human 120'(40')	1 gore or blow	1-12 or BWT	F9	10	C	E48
Dire wolf	6	4+1	150'(50')	1 bite	2-8	F2	8	N	B39
Djinni, lesser	5	7+1*	90'(30'), fly 240'(80')	1 fist or whirlwind + special	2-16 fist or 2-12 whirlwind	F14	12	C	E48
Dog	7	2+2	180'(60')	1 bite	1-6	F1	8/6	N	CC13
Doppleganger	5	4*	90'(30')	1	1-12	F8	8	C	B28
Dragon, black	2	7*	90'(30'), fly 240'(80')	2 claws/1 bite	2-5/2-5/2-20	F7	8	C	B28
Dragon, blue	0	9*	90'(30'), fly 240'(80'	2 claws/1 bite	2-7/2-7/3-30	F9	9	N	B28
Dragon, gold	-2	11**	90'(30'), fly 240' (80')	2 claws/1 bite	2-8/2-86-36	F11	10	L	B28
Dragon, green	1	8*	90'(30'), fly 240' (80')	2 claws/ 1bite	1-6/1-6/3-24	F8	9	C	B28
Dragon, pocket	8	3*	90'(30'), fly 120' (40')	1 bite	1-3 + venom	MU3	8	N	CC75
Dragon, red	-1	10**	90'(30'), fly 240' (80')	2 claws/1 bite	1-8/1-8/4-32	F10	10	C	B28
Dragon, sea	1	8**	180'(60') swim or glide	1 bite or 1 spit	3-24 or special	F8	9	N	CC64
Dragonfly, black	1	3+2	60'(20'), fly 240'(80')	1 bite/ 1 acid breath	1-6/3	F3	8	N	CC64
Dragonfly, blue	-1	4+2	60'(20'), fly 240'(80')	1 bite/1 lightning breath	1-6/4	F4	9	N	CC64
Dragonfly, gold	-3	5+2	60'(20'), fly 240'(80')	1 bite/1 gas or fire breath	1-6/5	F5	9	N	New
Dragonfly, green	0	4	60'(20'), fly 240' (80')	1 bite/1 gas breath	1-6/4	F4	8	N	CC64
Dragonfly, red	-2	5	60'(20'), fly 240' (80')	1 bite/1 fire breath	1-6/5	F5	9	N	CC64
Dragonfly, white	2	3	60'(20'), fly 240' (80')	1 bite/1 cold breath	1-6/3	F3	8	N	CC64
Dragonne	3	8*	150'(50')	2 claws/1 bite or roar	1-6/1-6/4-24	F8	8	N	CC65
Efreeti, lesser	3	10*	90'(30'), fly 240' (80')	1 fist	2-16	F15	12	C	E48
Fish, giant rock	7	5+5*	180(60)	4 spines	1-4 ea. + poison	F3	8	N	E49
Giant, storm	2	15**	150'(50')	1 + special	8-48 + special	F15	10	L	E50
Golem, amber	6	10*	180'(60')	2 claws/1 bite	2-12/2-12/2-20	F5	12	N	E50
Golem, bone	2	6*	120'(40')	4 weapons	BWT	F4	12	N	E50
Golem, bronze	0	20**	240'(80')	1 fist + special	3-30 + special	F10	12	N	E50
Gray ooze	8	3*	10'(3')	1	2-6	F2	12	N	B31
Hawk, giant	6	3+3	450'(150')	1	1-6	F2	8	N	CC16
Hawk, normal	8	½	480'(160')	1	1-2	NM	7	N	CC16
Hero, human	7	4-1	120'(40')	1	BWT	F4	7	V	–
Horse, draft	7	3	90'(30')	Nil	Nil	F2	6	N	E51
Horse, war	7	3	120'(40')	2 hooves	1-6/1-6	F2	9	N	E51
Hydra, flying	5	5-9**	60'(20')	1-3	1-10 ea. + special	F5-12	11	N	E52
Hydra, sea	5	5-9**	120'(40')	5-12	1-10 ea	F5-12	11	N	E52
Hypnosnake	4	8*	90'(30')	1 bite or 1 gaze; tail	1-8 or sleep; 1-10	MU5	9	C	CC70

Name	AC	HD	Move	#AT	Dmg	Save	ML	AL	Source
Invisible stalker	3	8*	120'(40')	1 blow	4-16	F8	12	N	E52
Living statue, crystal	4	3	90(30)	2	1-6/1-6	F3	11	L	B32
Living statue, iron	2	4*	30(10)	2	1-8/1-8 + special	F4	11	N	B32
Living statue, rock	4	5*	60'(20')	2	2-12/2-12	F5	11	C	B32
Lupin	6	2	120'(40')	1	BWT	F2	8	L	CC39
Native	9	1	120'(40')	1 bow	BWT + poison	F1	7	V	CC41
Nomad	V	1	120'(40')	1 weapon	BWT	F1	8	N	E53
Ogre	5	4+1	90'(30')	1	BWT+2	F4	10	C	B35
Orc	6	1	120'(40')	1 spear	BWT	F1	6/8	C	B35
Orc chieftain (attacks as a 4 HD monster)	6	1	120' (40')	1 spear	BWT	F1	8	C	B35
Owl bear	5	5	120'(40')	2 claws/1 bite	1-8/1-8/1-8	F3	9	N	B35
Pagan	6	1	120'(40')	1	BWT	F1	8	N	CC42
Phanaton	7	1-1	90'(30'), gliding 150' (50')	1	1-6	F1+2	7	L	CC43
Phanaton, subchief	6	6	90'(30'), gliding 150'(50')	1	2-7	F6+2	7	L	CC43
Phanaton, subchief bodyguard	6	3	90'(30'), gliding 150'(50')	1	1-6	F3+2	7	L	CC43
Phanaton, warchief	6	3	90'(30'), gliding 150'(50')	1	1-6	F3+2	7	L	CC43
Phanaton, warchief bodyguard	6	2	90'(30'), gliding 150'(50')	1	1-6	F2+2	7	L	CC43
Purple worm	6	15*	60'(20')	1 bite/1 sting	2-16/1-8 + poison	F8	10	N	E55
Rakasta	6	2+1	90'(30')	2 war claws/1 bite	1-4/1-4/1-4	F2	9	N	CC44
Rat, normal	9	⅛	60'(20')	1 bite per pack	1-6 + disease	NM	5	N	B36
Rust monster	2	5*	120'(40')	1	Nil	F3	7	N	B36
Sabre-tooth tiger	6	8	150'(50')	2 claws/1 bite	1-8/1-8/1-16	F4	5	N	B27
Seal, fur	7	3	120'(40'), swim 240' (80')	1 butt	1-6	F1	5	N	New
Shadow	7	2+2*	90'(30')	1	1-4 + special	F2	12	C	B36
Slime worm	6	10	60'(20')	1 bite	2-12	F5	9	N	CC55
Snapper	5	3	30'(10'), swim 180'(60')	2 claws/1 beak or 1 long bow	1-6/1-6/1-8 or BWT	F3	9	C	CC46
Sperm whale	6	36*	180'(60')	1 bite	3-60	F15	7	N	C38
Swashbuckler, human	5	5	120'(40')	1	BWT	F5	9	N	–
Termite, fresh water	6	2+1	120'(40')	special	1-4	F2	8	N	E56
Termite, salt water	5	4	180'(60')	special	1-6	F3	11	N	E56
Termite larva, salt water	9	½	180' (60')	1 bite or ink spray	1	NM	3	N	E56
Termite, swamp	4	1+1	90'(30')	special	1-3	F1	10	N	E56
Tortle	3	4	30'(10')	2 claws/1 beak or weapon	1-4/1-4/1-6 or BWT	F4	11	L	CC47
Troll	4	6+3*	120'(40')	2 claws/1 bite	1-6/1-6/1-10	F6	10/8	C	E56
Vampire rose	7	4*	30'(10')	1 thorn + blood drain	1-8	F2	12	C	CC58
Warrior, human	7	2	120'(40')	1	BWT + poison	F2	8	V	–
Wyvern	3	7*	90'(30'), fly 240' (80')	1 bite/1 sting	2-16/1-6 + poison	F4	9	C	E57

CC = *Creature Catalog*
C = Companion Set Book 2
V = varies

B = Basic Set *Dungeon Masters Rulebook*
NM = normal man

E = *Expert Rulebook*
BWT = by weapon type

Note: AC for human NPCs and demi-human monsters assumes:

AC	Armor worn	AC	Armor worn
8	Shield only	4	Chain mail with shield
7	Leather	3	Plate mail
6	Leather with shield	2	Plate mail with shield
5	Chain mail		

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